MORE REVIEWS THAN ANY OTHER MAG[AZINE]

116 PAGE ISSUE

# SEGA PRO

NOVEMBER 1993
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ISSUE 25

NOT AN OFFICIAL SEGA PUBLICATION

## STREET FIGHTER II
## SONIC CD
## DUNE CD
## ZOOL
## GODS

ALL THE BIG GAMES REVIEWED INSIDE



JURASSIC SOLUTION

## ALADDIN!

See how Aladdin rubs up the Genie in his Mega Drive debut. REVIEWED.

**ALSO INSIDE:**
Race Drivin'
Winter Olympics
Cosmic Spacehead
and MANY more

The cheeky circus bat gets in on the act. Catch the show and read all about Sunsoft's latest mega-hero inside.

## AERO THE ACRO·BAT

PRINTED IN THE UK
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MEGA-CD · MEGA DRIVE · MASTER SYSTEM · GAME GEAR

if you can't feel the

# Force

you don't stand a

# chance...

...have you got what it takes to press

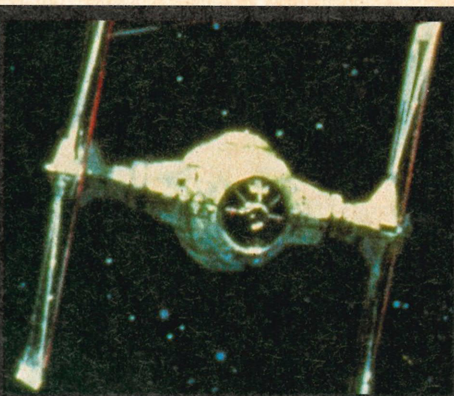
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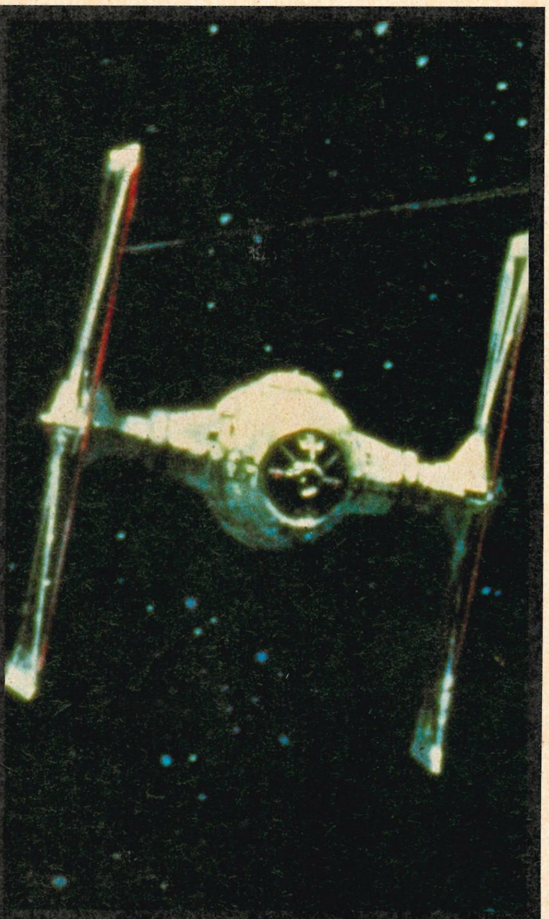



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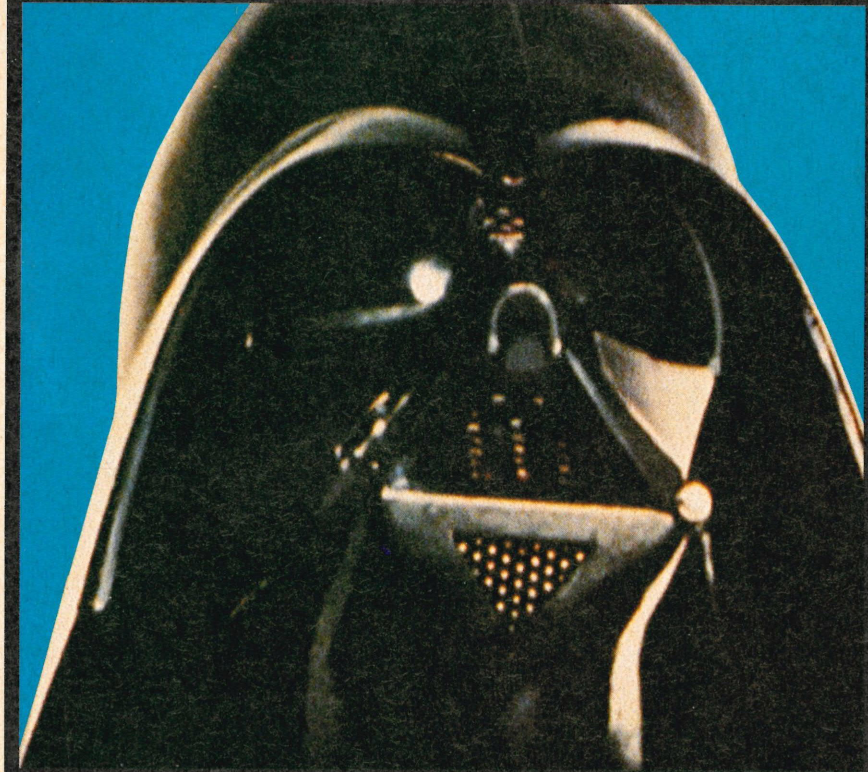






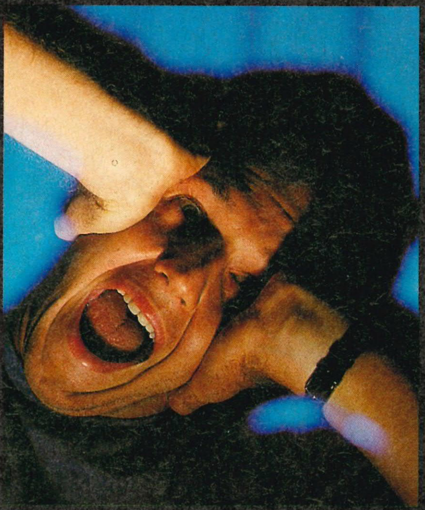
❝The whole game is of a very high quality and a step forward for the Master System. Action fans will absolutely love it!❞ (Master System)

***SEGA PRO - 89%***

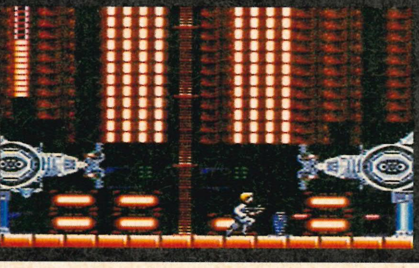


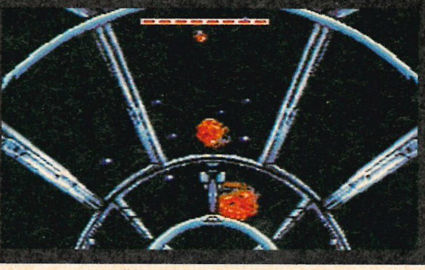
*You may be nifty with a spacecraft... you may be handy with a laser sword...but without the FORCE you're space dust. The blockbusting movie comes hurtling towards your screen in a game that's stormin'. With Obi-Wan Kenobi and Han Solo by your side, set off on a perilous mission: to rescue Princess Leia from the Lord of the Darkside himself - Darth Vader! Your firepower's primed to take out a flight of TIE fighters as you search out your final destiny - and send your best shot screaming into the nerve centre of the FEARSOME Death Star. So take a deep breath, steel yourself - and "May the Force be with you..."*













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NOVEMBER 1993

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Final word: Finally!

# CONT










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## 24 EXCLUSIVE

### AERO THE ACRO-BAT

**Will Aero pip Sonic at the post. This year, Sonicmania seems to have quietened and Aero, the cheeky circus bat, is set to take over as the top performer. We take a look at his big top credentials.**

## WIN!

**48** Lots of MiG-29 goodies up for grabs courtesy of Domark. There's a flying jacket for starters and lots of Aviator sunglasses.

**64** Core Design are chucking some Chuck goodies away. Make sure you have a chance of winning yourself some carts by entering this cool compo.

## REVIEWS

### MEGA-CD



### MEGA DRIVE



### MASTER SYSTEM



### GAME GEAR



**42**



ALADDIN

**58**



DUNE CD




"The best racing game there is... It'll go straight to pole position in the charts as soon as it's released."
MEGA TECH 94%
"You won't find a faster game on any Sega machine."
SEGA FORCE MEGA 92%
Canon
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THE F1 CHALLENGE
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Programmed by Lankhor.
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This game relates to the 1993 Formula 1 season.
Published by Domark Software Ltd., Ferry House, 51-57 Lacy Road, Putney, London SW15 1PR, England.


SEGA
MEGA DRIVE
F1
"It looks brilliant, it moves gorgeously and sounds superb... It's fast, fun and full of action... Brilliant!"
MEGA DRIVE ADVANCED GAMING 92%
"Stunningly addictive and outrageously fast gameplay... Domark's brilliant racing title should redefine current cart standards." SEGA POWER 92%
"It's the best racing game on the Mega Drive."
MEAN MACHINES 93%
Licensed by FOCA to Fuji Television Network Inc.
FIA
FORMULA 1 WORLD CHAMPIONSHIP
Canon
elf

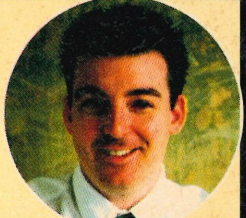
# BEST SEGA MAG!




Sniff, sniff! This is the last issue that Sam and I will be working on. While Sam has been promoted to Assistant Editor on SuperPro, our sister publication that's aimed at silly people, I'll be overlooking SEGAPRO from above in my new role as Assistant Publisher. I think that Sam would agree with me that over the past year, SEGAPRO has developed into the finest Sega magazine available. Hey, that's not just our view – it's yours too. From January to June, SEGAPRO has gained more readers than any other magazine! That means that more and more Sega owners are turning to us for news, and advice in choosing the right games.

We've also had a positive response from the industry; yunno, those illustrious people who make and sell the games! That's why we have all the top games in. From Sunsoft, with Aero, their new mascot, to *Street Fighter II*, *Sonic CD*, *Dune CD* and *Aladdin*. This has a knock on effect that means that we become even more popular and we ain't too unhappy about that. Neither should you. Although more Sega owners are privy to the same, exclusive news and reviews as you, our success has meant that we can do more to get you the best information. That's what we'll be doing. Catch us next month for more hot news!

**Pat Kelly**



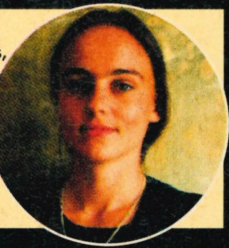
PAT KELLY

During the early days of computing, I really fancied a job as a Computer Operator, thinking that it would lead onto bigger and greater things. So, I took a pay cut and started on my new and challenging career, only to be given mundane tasks, such as reloading printer paper, loading computer tape reels onto machines and staring at the system monitor all day waiting to jump at requests that the system prompted. I didn't stay there that long, but I think that many of my brain cells died during the period.



SIMON CHRISTOPHER

The first job I ever had was also the worst. As a BMX crazed eleven year-old I took a job as a gardener for an old dear who lived down the road. All the gardening clobber was so old and crappy I used to spend most of my time hiding out in the leaky shed at the bottom of the jungle for three hours waiting to be paid. Unfortunately I was only getting £1 an hour and I could not wait to get my wheels. The BMX ended up on the never never and so began my life of debt?!



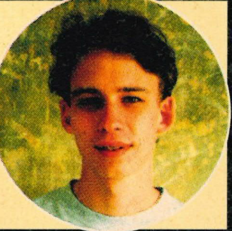
SAM HICKMAN

The worst job I ever had was while I was at University. I was totally penniless, so decided to take a job in a hospital canteen. It was my job to put mashed potatoes on every dinner plate. The dinners came round on this huge conveyor belt, so I had to stand there with my scooper shovelling out potato all day long. If I was really lucky, I might get taken off potatoes and moved on to vegetables. Funnily enough, my position as head potato scooper didn't last too long.



JASON JOHNSON

The worst job I have ever had the misfortune to land myself was at a local dairy. Looking back, signing up with the local agencies while at college was not a good idea. Anyway, to cut a short story even shorter, I was given the brain-teasing task of putting Cadbury's Milk Drink cartons in cardboard boxes. The stench of the place was absolutely unbearable and it must have been the worst three hours of my life!



MARK HILL

There can only be one job I can claim to be my worst and this was at a meat factory. I needed the extra cash for college and so I decided to go for this job at a food production factory through a job agency. My task involved scooping raw pasty meat out of plastic containers and putting it into the hopper. I had to do this eight hours a day and coming home smelling of meat every evening was not a pleasant experience! I quit after five days.



COLIN NIGHTINGALE

I have had a fair few mind-numbing jobs throughout my youth, but the worst had to be when I worked nights at a bakery on bun production. For 12 hours I had to prod loose baking trays back onto their path on the conveyor belt. Sometimes, they would pile up uncontrollably which led to a mild panic, like on Beadles About. The noise was constant and had obviously affected the majority of the workforce who went about their business in zombie like fashion.

# PRO




**This month's news comes directly from the European Computer Trade Show. Although the show was successful in that more software houses were present than ever before, there weren't many new releases on display. Most software houses were being very secretive about next year's titles, but we've managed to bring you exclusive news of up and coming releases.**

## SONY FLOOD MARKET

If you keep up to date with SegaPro, you'll already know that Sony have started publishing games for the Mega Drive. They first dabbled in game publishing in the early Eighties, when they produced games for a Japanese PC known as the MSX. The PC was only capable of producing 8-bit titles and was soon outdated by better machines. Sony stopped publishing games for the format, but still kept abreast of the gaming scene. Three years ago, they set up a product development division within the company and concentrated on producing games for the console market. Since then, they've also signed up Rage, Sensible Software, Delphine and Psygnosis to produce the best possible games for each console. Although Sony have been pretty quiet for most of this year, all of these companies are involved in producing, as yet, undisclosed products for 1994. Sony intends to become one of the well-known games publishers of the Nineties. With their expertise in the cinema and music markets, they feel they have what it takes to become the first complete entertainment company ever. Although few products have been announced for 1994, you can definitely expect to see more movie tie-ins and maybe a couple of pop star tie-ins too! We've already previewed their latest movie spin offs – Last Action Hero and Cliffhanger (due to be released in November), so here's a peek at Sony's other projects for the rest of the year.

## HOOK
## NOVEMBER ● £39.99

Hook has been available on import since January of this year, but Sony are still to release it officially in this country. Based on the film of the same name, Hook follows the adventures of Peter Banning, the old man who used to be Peter Pan. One evening the evil Hook kidnaps his children, so Peter decides it's high time to shirk his responsibilities and return to Neverland as Peter Pan. The adventure is based around a platform game and while it doesn't use any revolutionary techniques, it has some totally gorgeous graphics. The adventure will be released on both the Mega Drive and the Mega-CD, but it's still undecided whether Master System and Game Gear versions will be released at all. Hook should definitely please the average platform addict although don't expect any ground breaking graphics – especially as the game is the same on both the Mega Drive and the Mega-CD.



# NEWS

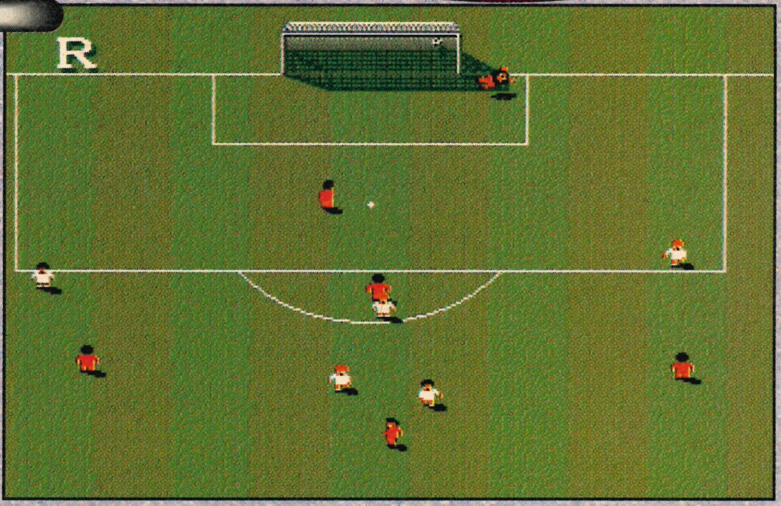
## NOT SO SUPER!

Last month, we exclusively reviewed Tecmagik's Game Gear version of *Andre Agassi Tennis*. Unfortunately, due to a misunderstanding the game was reviewed while still in the pre-production stages. The ratings given may not be indicitave of the score given to the finished version. Furthermore, the price and release dates printed last month, have yet to be confirmed.
We apologise for any inconvenience caused.







## SENSIBLE SOCCER
### NOVEMBER ● £44.99

With soccer fever sweeping the console world we can soon expect to see a new soccer package from Sony appearing on the market in the coming weeks. Sony will hope this can challenge the much anticipated EA Sports' FIFA International Soccer though it's not clear at present which of the final versions will prove to be the best.

Sensible Soccer will use an overhead pitch view much like that of J League Pro Striker. The main difference with this release, however, is the sprite size because Sony have presented the players in true proportion to the overall pitch size. The players may look very small, but the overall presentation looks very realistic with each sprite animated to a fair extent for many types of soccer moves and poses.

The content of the game includes all the aspects you'd expect to find in any good release. There is a 64-player cup competition and variable computer opponents and pitch conditions. Aftertouch ball control is also present with coloured players just adding a nice touch to the overall realism and presentation.

The best aspect will probably be the smooth control method and the super-fast action with the players able to perform a variety of different kicks.

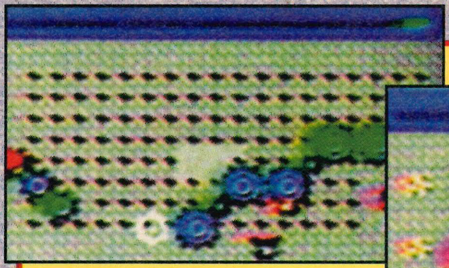
Sensible Soccer will use a control method much like Super Kick Off, but with sprites that are sharper and far easier to control. Expect to hear some great sounds as well with the crowd raising their voices at every scoring chance!

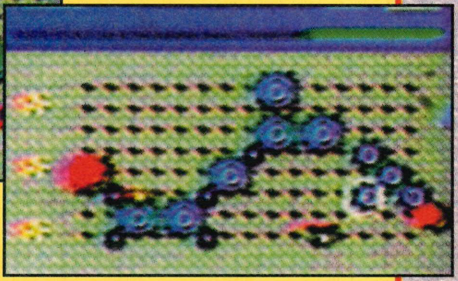


**● Look out for reviews of Last Action Hero, Cliffhanger, Hook and Sensible Soccer next issue.**



● *Hook* is just one of Sony's forthcoming releases for this year. The Mega Drive version is identical to the CD version, reviewed in SEGAPRO#18. Sony's 1994 releases are still a closely guarded secret, but they will have at least eight CD titles for next year!

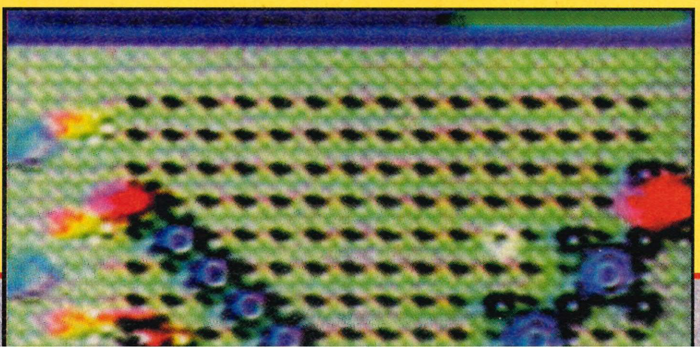




## GEAR WORKS
### NOVEMBER ● £TBA

*Gear Works* has been developed exclusively for the Game Gear. As an expert clock maker, it is your job to remodel 12 Wonders of the World into clockfaces. You have millions of cogs at your disposal and you must link them to build a giant masterpiece! Every cog is different so as you can imagine, this is a puzzle game with mind-boggling potential. Just to make things even more difficult, "Poffins" appear throughout games, rusting your cogs or breaking off your pegs. They can be squashed, but will always re-appear in a later level to cause certain mayhem!

This is Sony's first exclusive hand held product and it seems as if they've chosen a brilliant theme for the game. Lets just hope the gameplay isn't too frustrating!




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GA
DRIVE
Meet Sparkster...
A new breed of superhero and star of Konami's all new
dventure for Sega Megadrive – Rocket Knight Adventures.
KNIGHT
TURES
Sparkster is hell bent on avenging his master Mifune's death.
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the Dark Lord and restore peace to his homeland once more.
NAMI
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**NEWSFLASH . . .** The next budget may effect you more than you know. The chancellor intends to slap 17.5% VAT onto the price of magazines, books and newspapers. This means that SegaPro could end up costing £2.60. But, if only that was true. Concessions to paper and print manufacturers could also be stopped – meaning that it would cost us more to publish the magazine. This could add even more onto that £2.60 price . . . **STOP**

## whispers...

- Virgin will release a CD version of *Another World* at Christmas. The title will feature two adventures, the first based on the original Mega Drive game, the second with a completely different quest. Some ultra slick cinema sequences have been incorporated into the adventure as well as brilliant use of the CD's scaling and rotoscaping abilities.
- Virgin are also working on a platform game called *Fire and Ice*, due to be released across all formats. The title has already proved very successful on the Amiga and is fairly similar to *Rainbow Islands*. At the moment, each version has over 30 levels, but Virgin are working on incorporating even more. Look out for a finished version by March 1994.
- Accolade have signed up American superstar Charles Barkley to appear in their next basketball game. Barkley is co-designing the game although it is unknown exactly how much influence he has over the product. The finished version should appear in the first quarter of 1994. They are also developing an American football game, starring famous player, Mike Ditka. Again, this will appear in the first quarter of 1994.
- Domark are developing a title exclusively for the Game Gear, due to be released in April of next year. *Pinball Wizard* offers hand held owners five different pinball games and has been developed by Domark's expert programming team, the Kremlin. Each game will also include many sub-games and bonus levels.
- Electronic Arts are well known for producing brilliant games, but their latest move seems a little odd. Top titles such as *John Madden's* are to be enhanced, then released into the arcades. Why? This is anyone's guess, but EA reckon that it's going to be a very successful venture. Many of their machines won't be released in traditional arcades as EA are aiming to attract the older customer – if such a thing exists.



## FAR OUT, MAN!

Codemasters' latest mascot, *Cosmic Spacehead* has been causing quite a stir in showbiz circles. Among the famous people visiting Codemasters' stand at the ECTS were spoof pop group Bjorn Again. It seemed that the masters of kitsch found a lot in common with the world's first alien tourist and became instantly addicted to the game. The group visited the stand to record a kitsch special for Sky TV's Gamesmaster spin off, Gamesworld and almost had to be dragged away from the game!

Other famous people that visited Cosmic for a playtest were Joe McGann, Blue Peter's Andi Peters and controversial pop group, CNN.



## DOMARK GOODIES TO BE WON!

Domark's latest game F1, has enjoyed massive amounts of coverage lately, so we thought it was about high time they gave us a few freebies! Now, we're not talking about a few trashy badges, what we have is much, much better. Domark are offering two limited edition Formula One miniature racing cars as prizes. The cars are roughly ten inches long and are so scarce that Domark haven't even been able to photograph them. However, we've seen them and they're absolutely brilliant! As runners up prizes, they're giving away five limited edition sets of T-shirts and caps. If you want to enter the competition, all you have to do is answer the question below




## DOMARK COMPETITION

**Q Who is the driver of Sega's Formula One racing car?**

**A** ..................................................

**NAME** ..................................................

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**ADDRESS** ..................................................

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**POSTCODE** ..................................................

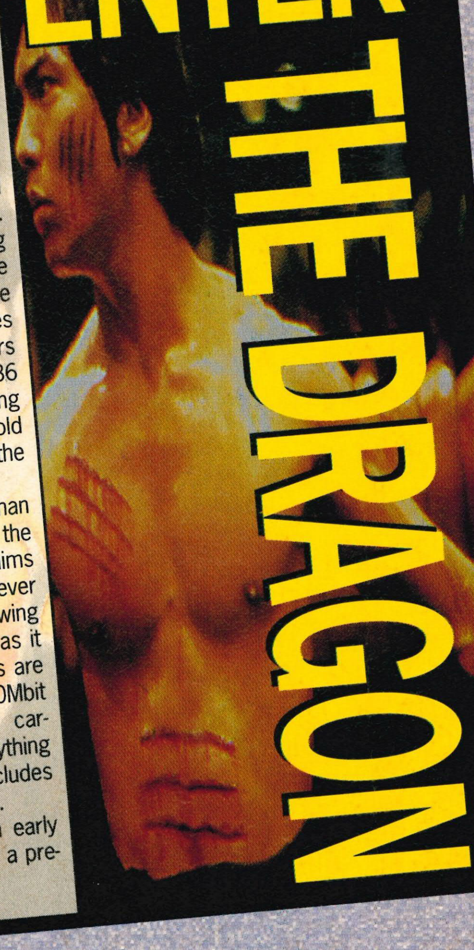
**Send your entries to: Domark freebies please, SegaPro, Paragon Publishing, 124 Old Christchurch Road, Bournemouth BH1 1NF, by 15 November 1992.**

## ENTER THE DRAGON

Although Bruce Lee has been dead for over twenty years, he is still remembered as the most dynamic martial artist of all time. Come to mention it, you'd have thought he would have appeared in his own video game long ago. Well, Virgin are currently making up for lost time by producing a new title called *Dragon*. The game features Bruce Lee and will tie in with a film version of his life. Thankfully, it won't be another boring beat-'em-up, but will be a one-on-one *Street Fighter* clone. Bruce will face up to 12 opponents and the games unique feature is that three fighters can compete at once. There are 36 different fighting moves and among Bruce's opponents are his age old enemies, the Sun Brothers and the Oriental Fan fighter.

Project manager Peter Hickman boasts that the game will push the Mega Drive to its limits. He claims that it's the biggest beat-'em-up ever and that they are working on slowing the game down at the moment as it runs too fast! Special techniques are also being used to compress 30Mbit of information into a 16Mbit cartridge. Peter isn't giving everything away, though – the game includes many secret moves and cheats.

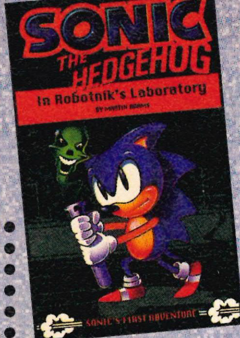
*Dragon* is scheduled for an early 1994 release, but look out for a preview in a forthcoming issue.





## SUPER STREET FIGHTER II?

What's this? MORE Street Fighter II? The Mega Drive version hasn't even been released in the shops yet, but Capcom are already working on their fifth street fighting episode. *Super Street Fighter II* includes all the original fighters, but this time, four new challengers will join the tournament. Dee Jay is a prize fighter from Jamaica, Feilong is a Chinese martial artist, Thunder Hawk is a native American wrestler and Cammy is a British special agent. Existing characters have been given extra moves and Q sound has been incorporated to give totally realistic sound to the tournament. At the moment, this is only planned for release in the arcades, but no doubt it will make its way on to cart soon. In the meantime though, look out for official *Street Fighter II* merchandise, due to hit the shops any day now.




## SONIC SPIN OFF

Why oh why do people insist on bringing out Sonic spin-off products? A few months ago, we had a Sonic RPG book. This month, it's yet another book. **Sonic the Hedgehog in Robotnik's Laboratory** is published by Virgin Publishing and aims to give young children an incentive to read. Virgin hopes that by using a character as popular as Sonic, kids will see reading as a "cool" pastime. Virgin are planning to release a whole series of Sonic books and shortly after Robotnik's Laboratory, **Sonic the Hedgehog in the Fourth Dimension** will appear in the shops.

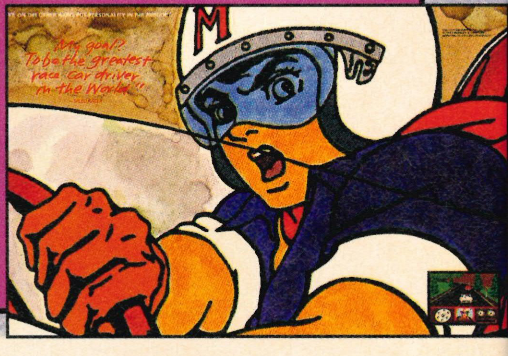
As yet, there has been no price fixed for the books, although they will definitely be under a fiver.

- Sonic in Robotnik's Laboratory is available in all good book shops now.

## NEED FOR SPEED

Accolade are currently enjoying huge success with their most accessible character yet, *Bubsy the Bobcat*. However, during the end months of this year and the beginning of next year, they're hoping to boost their profile considerably. They've just bagged a licence with Speed Racer, the most popular children's cartoon in America. Developed for release in the first part of next year, *The Challenge of Racer X* aims to bring the cartoon to the Mega Drive. You assume the role of Speed Racer, a courageous teenage racing driver. To win the race, you'll have to compete with the likes of Captain Terror, Snake Oiler and the Gang of Assassins.

You'll also encounter the mysterious Racer X, who is your most feared rival. Each race is based on a different cartoon episode and Accolade claim that over 40 million people are familiar with the cartoon (funny, I've never heard of it). *The Challenge of Racer X* aims to be the most original racing game of 1994. You won't be seeing the review until at least December, but look out for an extensive preview next month.



## NEWS FROM JAPAN

# ONE AND ONLY



Only in SEGAPRO will you find an exclusive report on *Time Dominator 1st*, the latest *Sonic* clone for the Mega Drive. The aim of the game is to travel through each of the various levels – split into zones – and collect lightening bolts, extra lives, etc. Then, find the bonus stage to notch up an even higher score. Your character, clad in a T-shirt and shorts, is a robotic time traveller stuck in time, trying desperately to escape and find his time machine.

If there has ever been a game that resembles *Sonic the Hedgehog* and could be seen as a complete rip-off, it is this one. The zones match *Sonic* in every way you could imagine – they even had the nerve to call one of them the Emerald Forest Zone! Quite how Sega is going to play this one is unknown, but you can be sure that if *Time Dominator 1st* plays as well as it looks, *Sonic* could be in serious trouble!




As a bonus stage, there is the so called Time Trial course that you will be able to enter should you collect enough lightening bolts. The general idea is to notch up a record time, but there could be changes as and when it is released by Vic Tokai.

There is one other factor to the game that should be pointed out – it's incredibly easy to finish! Apparently, this is only the second release from Vic Tokai and it features a special Time Trial mode that allows you to play through all seven levels with comparative ease. It is as fast as *Sonic*, but there are some challenging aspects and there's more to discover. Watch out for this release around Christmas.

## PRO DATES

**MEGA DRIVE**

| | | |
|---|---|---|
| **DECEMBER** | | |
| BURNING FIST | SEGA | CD |
| PHANTASY STAR IV | SEGA | 24Mbit |
| AX 101 | SEGA | 16Mbit |
| VAMPIRE KILLER | KONAMI | 8Mbit |
| PSYCHIC DETECTIVE | M/NET | CD |
| SONIC SPINBALL | SEGA | 8Mbit |
| **JANUARY** | | |
| SISTER SONIC | SEGA | 8Mbit |
| POWER DRIFT | DENPA | CD |
| BATTLE FANTASY | M/NET | CD |
| **FEBRUARY** | | |
| AIR MANAGEMENT II | SEGA | 8Mbit |
| NOBUNAGA | KOEI | 4Mbit |

**GAME GEAR**

| | | |
|---|---|---|
| **DECEMBER** | | |
| PUYO PUYO 2 | SEGA | 2Mbit |
| FACEBALL | RH | 2Mbit |
| ALADDIN | SEGA | 4Mbit |
| **JANUARY** | | |
| YOUNG INDIANA | SEGA | 2Mbit |
| DAFFY DUCK | SEGA | 4Mbit |
| **FEBRUARY** | | |
| ALADDIN | SEGA | 4Mbit |
| SONIC DRIFT | SEGA | 4Mbit |
| BATTLETOADS | TW | 2Mbit |
| SCRATCH GOLF | SIMMS | 2Mbit |

# SHOOT-'EM-UPS

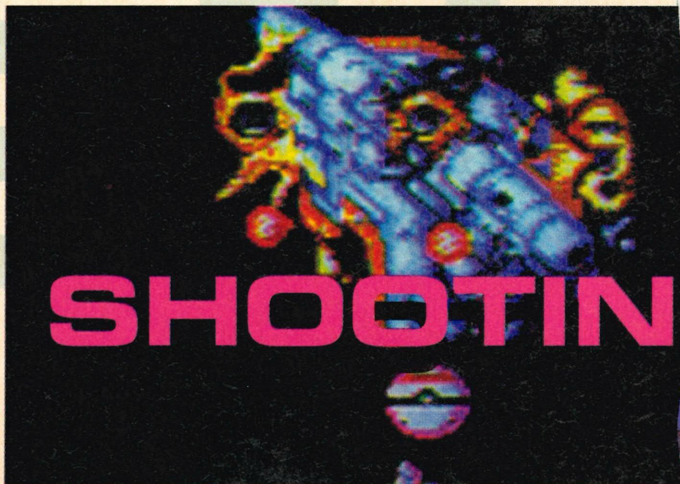
Game Gear fans this is the one you have been waiting for; a follow-up to the brilliant *GG Aleste*. As there are so many GG players out there, here is a special Japan News feature on the soon to be released *GG Aleste 2*!

This vertically scrolling arcade-style shoot-'em-up boasts six massive stages to battle through and more pick-ups than ever before. That's what you are going to get with this, what may be the greatest handheld shoot-'em-up.

At the end of a game, you are given a hit and miss rating as well as a score and bonus rundown. The best feature is the 3-D graphics. They are at their most impressive when it comes to fighting end of level guardians. The guardians are almost half-screen size and add to the overall challenge of the game. Fortunately, four special weapons are available and they are found at various stages.

If you enjoyed the original *GG Aleste* and you're a particular shoot-'em-up fan, this must be high on your Christmas shopping list. Expect to see this in local importers over the next couple of months and a full review in our Christmas edition of SEGAPRO.





# SHOOTING STAR

# THREE DEE WIZARD




Programmers who worked on a popular arcade game, *Cotton*, are now in the process of completing a 16Mbit shoot-'em-up. *Panorama Cotton*, a direct conversion from the arcade smash, is hoped to be the best release of its kind by the Japanese games players. As with all good shoot-'em-ups, if it does come up to scratch it could well be released officially.

The main programmer worked on the production of *Star Wars – X68000*, a wire-frame coin-op which you may remember from the Eighties. His experience within the three-dimensional area of games programming should make *Panorama Cotton* something spectacular to look at, and hopefully a blast to play.

As with all good shoot-'em-ups, there are numerous power-ups and bonuses to collect. Cotton or Silk is one such power-up and with various controls you can guide your shot as it flies in the air. *Thunderforce* fans will remember the speed control method that is especially useful when flying through deadly caverns and the like – well, that's to be included too.

## Jap CHARTS

### MEGA DRIVE

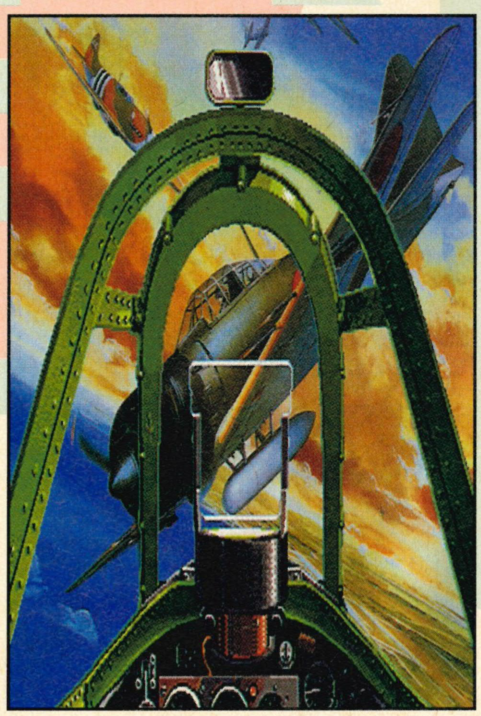
| | | |
|---|---|---|
| 1 | 1 | PUYO PUYO |
| 2 | NE | SILPHEED |
| 3 | NE | ECCO CD |
| 4 | 4 | NIGHT STRIKER |
| 5 | NE | 3X3 EYES |
| 6 | NE | SUPER SHINOBI 2 |
| 7 | 9 | DEVASTATOR |
| 8 | 2 | J. LEAGUE PRO STRIKER |
| 9 | 7 | ILLUSION CITY |
| 10 | NE | BULLS VS LAKERS |

### GAME GEAR

| | | |
|---|---|---|
| 1 | 1 | PUYO PUYO |
| 2 | 2 | SONIC THE HEDGEHOG 2 |
| 3 | 3 | DORAMEAN |
| 4 | 4 | SONIC THE HEDGEHOG |
| 5 | NE | COLUMNS 2 |

# MILE HIGH FOUR-PLAY

The first multi-player air-combat simulation, *Air Warrior*, is soon to be released in Japan, and it's sure to find its way over here. Taking you back to the days of Spitfires and Messerschmitts, dog fighting on your Mega Drive is set to be more realistic than ever before. Softbank is the company responsible for what can only be a stunning game that we hope to see released officially.



# NIP BITS

- If you're feeling thirsty why not crack open a can of SegaSonic The Hedgehog Power Vita-11 Water. It appears that people are going crazy over hedgehog water and can't get enough of it and now there's Sonic cola and spring water to refresh you while battling against Robotnik.
- *Street Fighter II* mania hit the city of Kokugikan with the Street Fighter II Turbo Championship '93. A massive exhibition centre was transformed into a pit of sweat and turmoil as hundreds of competitors battled it out for recognition as SFII Turbo champion, not to mention one or two Capcom goodies. Watch out for the UK equivalent to be held at the RollerExpress in London soon.
- If you thought *Night Trap* was gruesome, wait until you see the latest Psychic Detective Series game – *Orgel*. The CD-Rom role-play looks very similar to our very own *Sherlock Holmes* stories, but features traditional Jap cartoon animation rather than the FMV.
- *Shining Force II*, the most eagerly awaited RPG this year, is now finished. A 16Mbit cartridge has been used to cram in absolutely loads of games playing fun, especially for fans of the original. With any luck we'll have a full review next month, but the Japanese text makes it unplayable to all but the most patient English speaking gamers.

# PREVIEWS
## GAMES COMING TO SEGA SYSTEMS

**Feast your eyes over the next four pages to see what will be hot in the next few months. If you need some information about up and coming releases, then read on. You won't find a more comprehensive guide anywhere.**

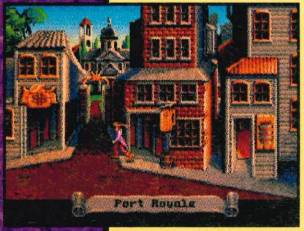
### PIRATES! GOLD

MEGA DRIVE

**MICROPROSE ● OUT OCTOBER ● £39.99 ● 8Mbit**

Ever fancied being a pirate? Well, here's your chance! *Pirates! Gold* is set in the 17th Century, where swashbuckling and pillaging is the norm. Taking charge of a pirate ship, you'll have to navigate your way across turbulent seas in search of treasure. Besides exploring islands and discovering treasure, you'll have to fight off other jewel-hungry outlaws. Your ultimate aim is to build a healthy career in piracy, marry the daughter of a rich governor and retire with lots of land and money.




There are many special missions to complete in the adventure, with bags of booty allocated to the winner. You win treasure by defeating an opponent's army or by blagging it out of provincial governors. If all goes well, this could be one of the most original titles of the year.

### CJ – ELEPHANT FUGITIVE

MASTER SYSTEM · GAME GEAR

**CODEMASTERS ● OUT NOVEMBER ● £32.99 ● 2Mbit**

CJ is a full-grown elephant who has been kidnapped from his herd in Africa. He's been transported to an English zoo, but, not surprisingly, he's less than keen on his new home. He spends months planning his escape and one night he manages to break through the bars of his cage. Armed with only a few reinforced peanuts, he sets off to find his home. His adventure takes him through six different countries, each with three stages and a level guardian. It's a platform based adventure, but there will be some puzzle elements included. To get home, he'll have to battle through Europe, the Middle East and further! This title is being developed exclusively for the Master System and Game Gear. It's already shaping up well, so expect to see a spectacular debut in November!



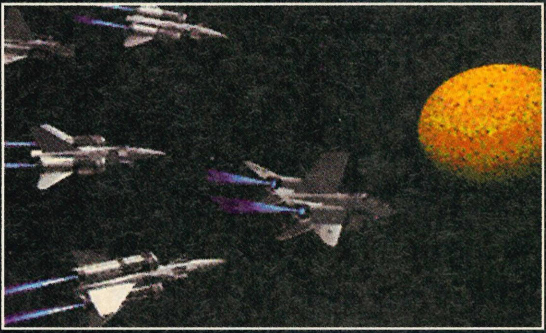
### STELLAR FIRE

MEGA CD

**SIERRA ● OUT DECEMBER ● £39.99 ● CD**

After a disappointing debut into CD games with *Willy Beamish*, Sierra are planning to release a spectacular shoot-'em-up very soon. Taking command of a highly sophisticated spaceship, it's your job to destroy the evil empire. Your ultimate aim is to battle with the master of evil, Gir Daxon. *Stellar Fire* features traditional blast-'em-up action, but Sierra stress that the look and feel of the game is totally original. Although the programmers have been concentrating on producing breathtaking 3D gameplay, much more emphasis has been placed on producing sophisticated sprite and enemy images. Although no film footage has been included in the game, 3D modelling was used to create realistic cinematic sequences.





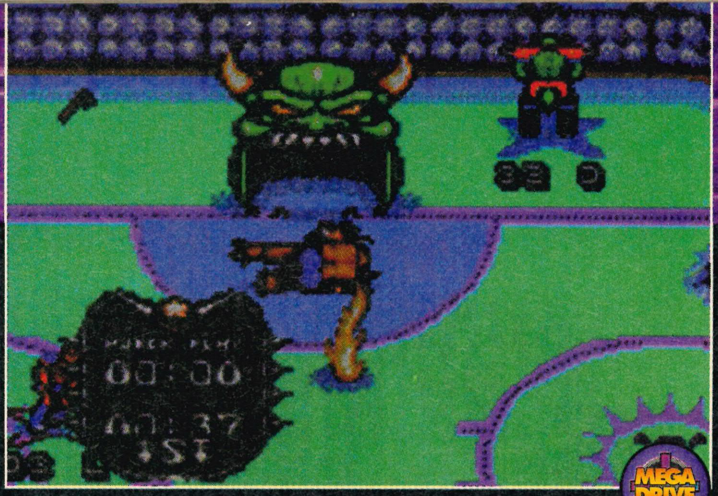
### POWERMONGER

MEGA CD

**ELECTRONIC ARTS ● OUT DECEMBER ● £TBA ● CD**

The Mega Drive version of *Powermonger* was a viable alternative to *Populous* and was very popular with strategy fans. The Mega-CD version plans to expand on the Mega Drive adventure, for a more up to date release. The screen has been expanded by 30% and there is an extra rotating perspective on the Powermonger world. However, it seems that the actual gameplay will remain the same. *Powermonger* CD also includes a fully digitised soundtrack, but since the majority of the gameplay is based around single noises, it may not add much to the game's atmosphere.





## TINHEAD
**MICROPROSE ● OUT NOVEMBER ● £39.99 ● 8Mbit**

This title will only be released on import. However, don't expect this to be an obscure game. Tinhead is a mild-mannered bucket of rust, who just happens to have Grim Squidge as his arch-enemy. Squidge has stolen all the stars from the sky and it's Tinhead's job to retrieve them. There are four worlds to collect stars in, each with a number of sub-levels. As well as traditional arcade gameplay, there are many secret levels and a couple of bonus stages too.



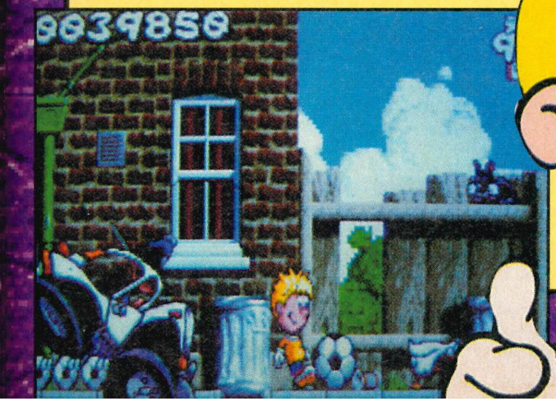
Tinhead isn't an extra tough games star – quite the opposite. His only defence is to spit metal ping pong balls at his opponents. However, they are very effective and allow him to blast his way through the levels. He also has other tools to help him. By jumping on the Power packs, Tinhead will be propelled into the air. Here, he can bounce on space hoppers, collect unicycles, use rocket packs and hover with helicopter rotors. Microprose are boasting that this is one of the fastest platform games ever, look out for it!



## MARKO'S MAGIC FOOTBALL
**DOMARK ● MARCH 1994 ● £TBA ● ALL SYSTEMS**

Domark are celebrating ten years in the computer games industry this year, so to mark the occasion they are developing a flagship character. The character in question is Marko, a ten year old boy. Marko lives in a cartoon world and as in all cartoon worlds, anything is possible. All Marko wants to do is play football with his friends, but his nasty mum has locked him in his bedroom. Marko sneaks out, but soon realises that the outside world isn't always friendly. Marko has 100 enemies out to get him, all of them have to be destroyed if he wants to play in the park.

There are ten levels in this adventure, all with different graphics and themes. Marko himself has over 300 frames of animation. This adventure aims to be an interactive cartoon and from what we've seen so far, it looks absolutely stunning. Although the Mega Drive version is still in its initial development stages, the graphics are outstanding and as this is Domark's flagship game, expect to see something very special.



## MUTANT LEAGUE HOCKEY
**ELECTRONIC ARTS ● OUT DECEMBER ● £TBA ● 16Mbit**

No-one could ever accuse EA of failing to make the best of their titles. We've heard of flogging a dead horse, but things are starting to get a little ridiculous down at the Arts HQ. After re-releasing *EA Hockey* for the third time, they're now changing the graphics and calling it *Mutant League Hockey*. The pitch may look different and there are some nasty monsters to avoid, but don't be fooled. This could merely be a glorified version of a game we've seen so many times before. Okay, there will be some people who will love it, but anyone who has bought any of EA's hockey games may find little of interest. However, it uses the four-player tap and with 16Mbit of memory, at least the graphics should be good.

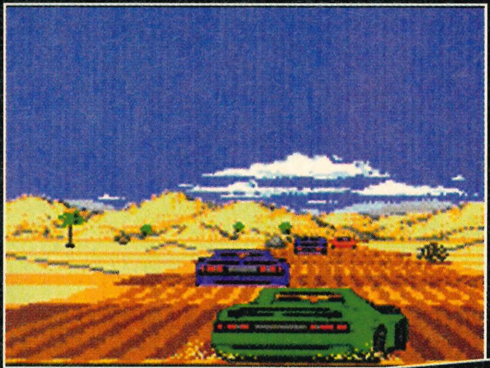
## KAWASAKI SUPERBIKES
**DOMARK ● OUT MAY 1994 ● £TBA ● 16Mbit**




After launching the hugely successful *F1*, Domark are now teaming up with another big sporting name. *Kawasaki Superbikes* is being produced in conjunction with Kawasaki, to ensure that total accuracy and realism are incorporated into the game. There are 14 international tracks to compete on, with four different difficulty levels. Although this will primarily be released on the Mega Drive, Master System and Game Gear versions will follow shortly after. This is yet another release to feature 16Mbit of memory, so expect to see something even more spectacular than *Road Rash*.

## LOTUS TURBO CHALLENGE II
**ELECTRONIC ARTS ● OUT DECEMBER ● £TBA ● 8Mbit**

This was one of the fastest and most realistic racing games of 1992 and has had continued popularity throughout this year. EA couldn't resist the chance of a sequel and have added some novel features for this episode. Actual gameplay remains largely the same, but a head-to-head racing option has been included. This means that action will be more competitive than ever! If you thought that the original version was too easy, then it's likely that the sequel won't hold much in the way of challenge either. However, EA have also included an option that lets you design your own course, raising challenge and interest levels.





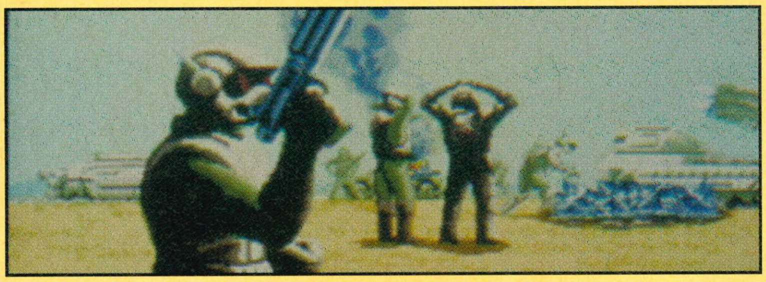


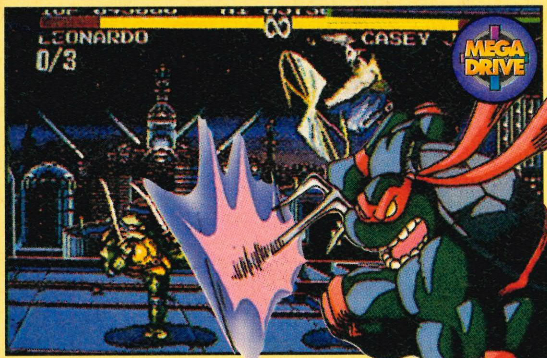

MEGA DRIVE

## DUNE II

**VIRGIN ● OUT 1994 ● £TBA ● 16Mbit**

*Dune II* is based on the same planet as the original story, but this time the plot is very different. The Emperor of Arrakis has laid down a challenge for the galaxy's three ruling houses – the Harkonnen, the Atreides and the Ordos. To win the Emperor's challenge, one side must prove they are capable of dominating Dune. Gameplay is strategy based, with many opportunities for real-time wars. In addition to fighting enemies, your troops will have to manage the production of Spice, the most valuable substance in the universe. You'll also have to train your armies and take charge of weapons supply. Although this will definitely please strategy fans, not all elements of the adventure are predictable. Fremen outlaws strike terrorist attacks without warning and your opponents have a whole host of unpredictable weapons and combat tactics. Although Virgin have released strategy games such as *Two Tribes* in the past, they claim this is a very different type of strategy game. It has an accessible interface (oh yeah?) and manages to keep you on the edge of your seat.



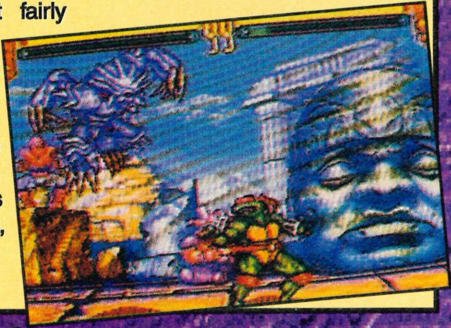



MEGA DRIVE

## TMHT: TOURNAMENT FIGHTERS

**KONAMI ● OUT NOVEMBER ● £TBA ● 16Mbit**

*Mortal Kombat* has hit the streets and for now it's managed to steal the beat-'em-up spotlight. How long it will last, isn't too difficult to predict – *Street Fighter II* should be with us very, very soon. However, *Mortal Kombat* may have another rival. The Teenage Mutant Hero Turtles are back with their second attack on the Mega Drive. The action is still based on a beat-'em-up, although the game format is totally different. This time, the turtles face their enemies through one-on-one fighting tournaments. All the turtles' arch enemies appear in the game, as well as a few more too. Konami have kept this product fairly low profile, so it doesn't seem that they are looking to contend with the two beat-'em-up greats. However, all the turtles have their own special moves, as do their opponents.



## JOHN MADDEN 94

**ELECTRONIC ARTS ● OUT NOVEMBER ● £49.99 ● 16Mbit**

MEGA DRIVE

Aaargh! EA have decided to release *John Madden* again! Surely everyone who wanted this game would have bought it by now? EA claim that this version has new graphics and a new game engine, but it looks fairly similar to us! EA haven't mentioned anything about any new player moves though so if our suspicions are correct, this is almost the same tired game in different packaging. However this version does have a battery back up and can be used with the four player tap – which at this stage, is the only thing it has going for it.



## VIRTUAL PINBALL

**ELECTRONIC ARTS ● OUT DECEMBER ● £44.99 ● 8Mbit**

MEGA DRIVE

Pinball games are all very well, but once you've played them for a while, they tend to lose their appeal. EA, famous for their innovative games, have something new to offer pinball fans. In Virtual Pinball, there are a number of preset pinball games to play, but the player can also construct their own game. Once constructed, the games can be saved for play at a later date. Up to four players can play pinball, but the game doesn't utilise the four-player tap. Constructing your own pinball game is an original concept, but that's not the only reason that this is a unique release. The game will be featured every week on Children's TV show, Parallel 9. Children can phone the show and play the game through a touch tone telephone.





GAME GEAR

## SONIC CHAOS

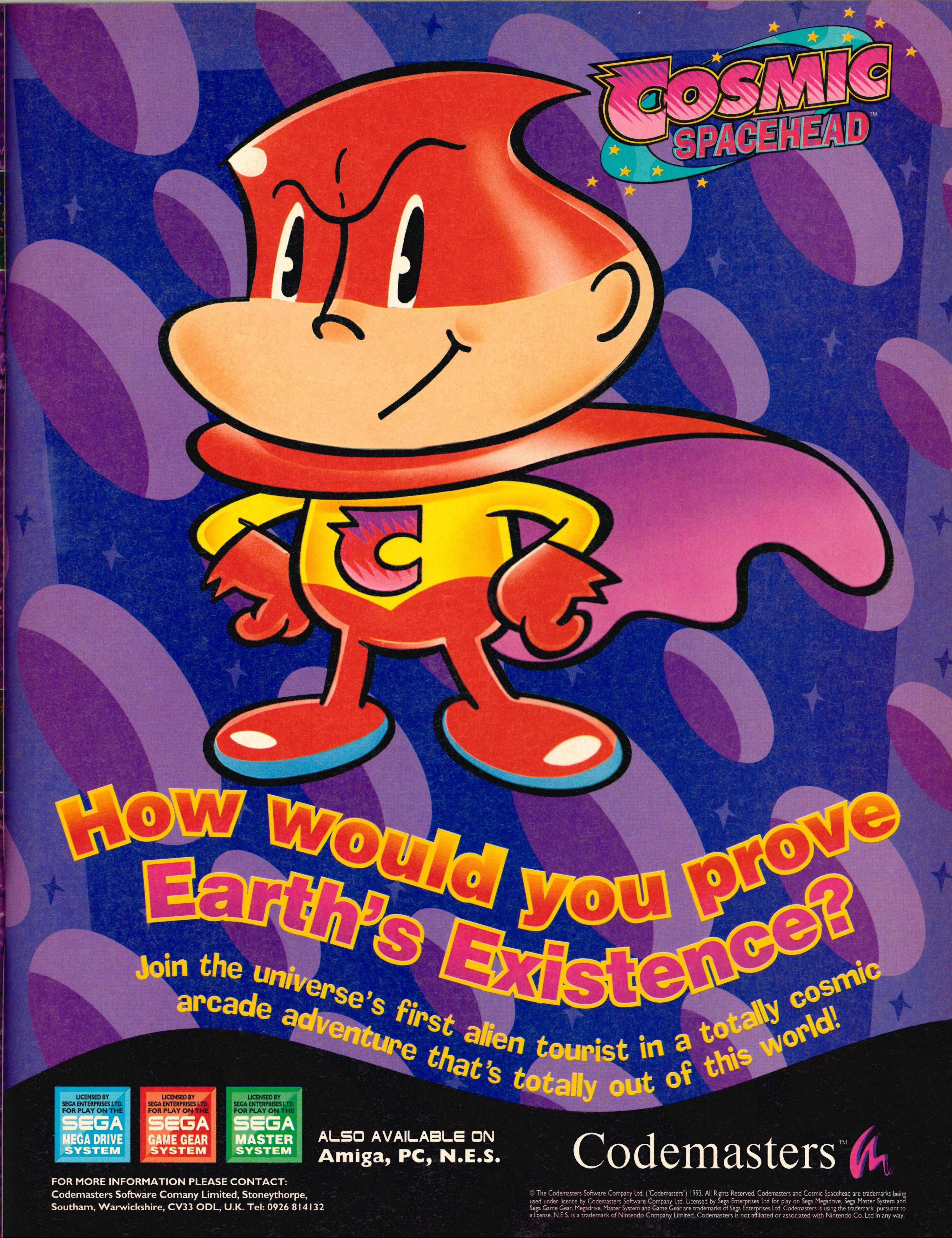
**SEGA ● OCTOBER ● £TBA ● 4Mbit**

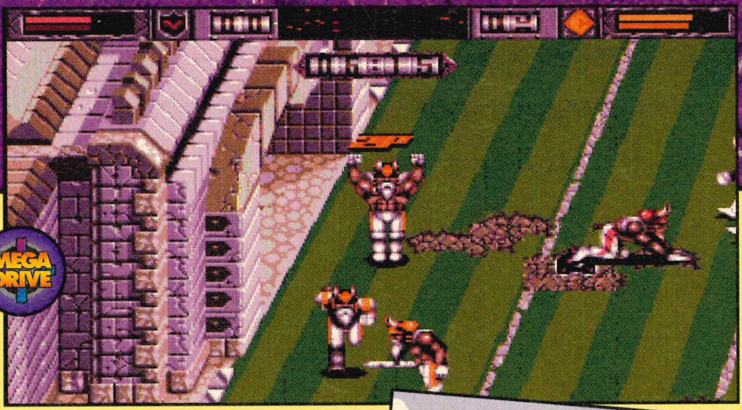
It seems a long time ago now when the Sega mascot was born after two huge best selling Sonic the hedgehog releases. *Sonic Chaos* is set to be released on the MS version as the third addition to the Sonic series giving the blue hedgehog a third adventure and an overall MS triology of super-fast platform action.

According to Sega the finished version will include more baddies because at present the game content lacks these – making the challenge far too easy. The graphics and sound look promising with the Sonic Sprite blessed with a large frame and a fair amount of detail and the backgrounds creating the typically Sonic type of world. The guardians are much larger and if anything the battle with Robotnik is a lot tougher.

We can expect to see the final version very soon and even though this is a third Sonic release for the MS, it's unlikely to be seen as a 'Sonic III' becuse there are no plans for a *Sonic Chaos* release on the MD. However MS owners should wait in anticipation of another classic Sonic adventure.




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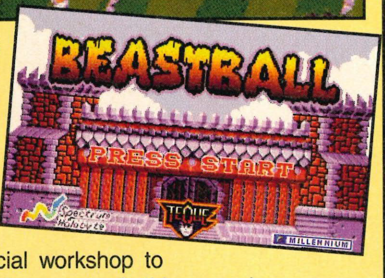


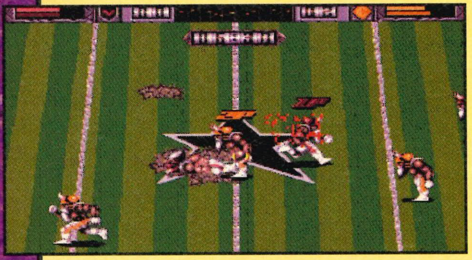
## BEASTBALL

**MICROPROSE ● OUT 1994 ● £39.99 ● 8Mbit**

MEGA DRIVE

This is based on traditional American football, but it seems to have more in common with EA's Mutant League football. Based in 2089, eight teams of man-mutants battle for the first place in the Beastball championships. The aim is to score as many goals as you can, in the most bizarre way possible. Don't worry about hurting your opponent, the object is to do them as much damage as possible. There are many traps and power ups littered around the play area, as well as deadly weapons! If your whole team is obliterated at the end of a match, there is a special workshop to rebuild each player. You don't need money to do this, so as long as you win, keeping your players in the best health isn't crucial. So far, novelty titles such as this haven't been hugely successful, but even if you're a heavy fan of sport games, it should raise a few laughs.



## IMPOSSIBLE MISSION

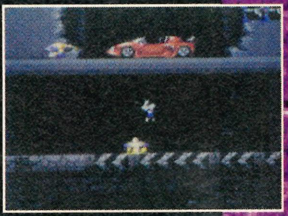
**MICROPROSE ● 1994 ● £TBA ● 8Mbit**

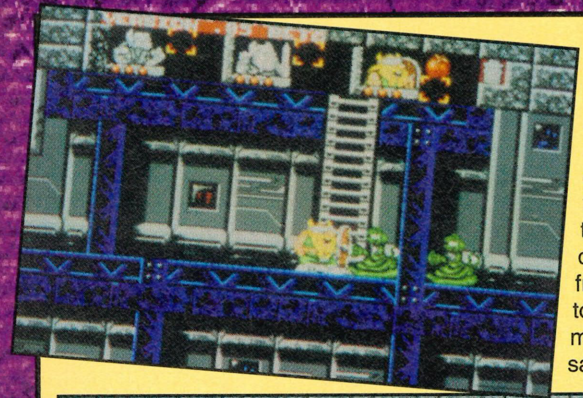
MEGA DRIVE

Elvin Atombender is about to unleash his robot menace on the world and only you can stop him! Choose one of three talented special agents and begin your search for Atombender. His skyscraper is littered robots and droids, all out to kill. Atombender can be located at the very top of the skyscraper, but to reach him you'll have to search for secret circuit boards, allowing you access to higher levels.



Each of the three fighters has special abilities, although all are capable of crushing the evil Elvin. Tasha is a hyper gymnast, Felix Fly is a riot ranger and RAM 2 is a renegade robot. *Impossible Mission* first appeared on home computer formats such as the C64 many moons ago, but was obviously superseded by games on better machines. Microprose have vastly improved on the original, but as a special treat to fans, one of the sub levels includes the original game.





## THE LOST VIKINGS

**VIRGIN ● OUT 1994 ● £TBA ● 16Mbit**

MEGA DRIVE

As this was huge a huge hit on the SNES, it was only a matter of time before it appeared on the Mega Drive. This is essentially a puzzler, although there are strategy and platform elements in the game too. The adventure features three bumbling Vikings who have been warped to an alien dimension. To return to their Viking times, they must escape from the alien ship. Each Viking has a special talent and together, the three comrades are able to manoeuvre the maze of rooms and levels. There are 37 levels in all and a save option is included.



The beauty of this adventure is that it offers a challenge to novices and experts alike. Puzzles begin with very simple solutions, but soon become brainstraining. However, there are clues at regular intervals, to help any baffled game players. Check out Balrog the Fierce, Erik the Swift and Olaf the Stout in the early months of next year.

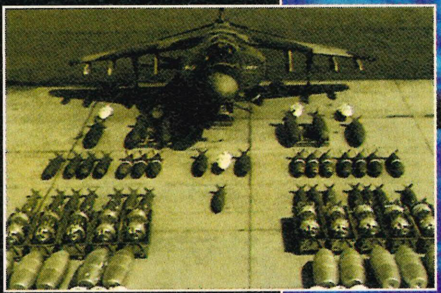


## AV-8B HARRIER ASSAULT

**DOMARK ● OUT 1994 ● £TBA ● CD**

MEGA CD

This originally appeared on the PC, but this flight sim has been upgraded and altered to suit the Mega-CD. This is the first CD title that Domark are developing and they're boasting that it will be the fastest flight sim ever. There are many digitised sequences in the game and the sim features state-of-the-art 3D graphics. There are five missions to complete, each becoming increasingly more difficult. To help you along, there are training missions and many different cockpit displays. This won't appear until at least spring of next year, so more information as it comes.






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FEATURE









# THE AE ACRO

**"A journey of ambition, challenge and creation" is the slogan Sunsoft of Japan imprint on all their employees brains. Little is known of this Japanese giant in the UK, but they're the fourth largest software developer in the world. Founded in 1983, under the name Kit Corporation, the company began to create arcade games. Ten years on, they've bought up a whole library of Looney Tune titles and are moving into the Mega Drive market. Sam Hickman takes a look at their latest company mascot, *Aero the Acrobat.***



Wheeee! The fun you can have just jumping up and down! Aero shows off in true superstar style.

Sunsoft may not mean much to the average Mega Drive owner now, but in a few months their games will be hot property. To date, most of their releases have been aimed at the NES and the SNES market, but they have released a few Mega Drive titles too. Their launch product was the infamous *Lemmings*. They then released *Superman*, followed by *Batman: Revenge of the Joker*, which blew the UK version of *Batman* into oblivion.

Sunsoft are hoping that 1993 will be a big year for them. They have numerous Mega Drive titles under development, many of them created in conjunction with Warner Bros. The two companies have worked together since 1988, when Sunsoft acquired the rights to the NES version of *Batman*. Among their Mega Drive titles for 1993 are both *Daffy Duck* and *Bugs Bunny*, perhaps the most famous cartoon character of all time.

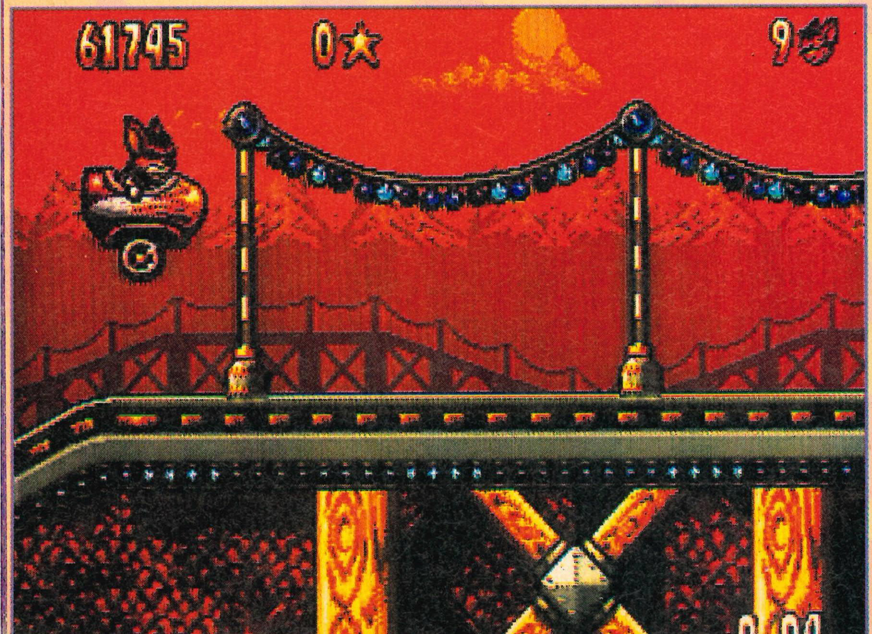
Although the Warner Bros licence may be a one way ticket to success, Sunsoft have even bigger projects on the way. They have been searching for a company mascot for some time now and when *Aero the Acrobat* was suggested, Sunsoft knew he would be the perfect choice. This guy has more charisma than *Sonic the Hedgehog* (yes, it is possible!) and is about to star in his own adventure.

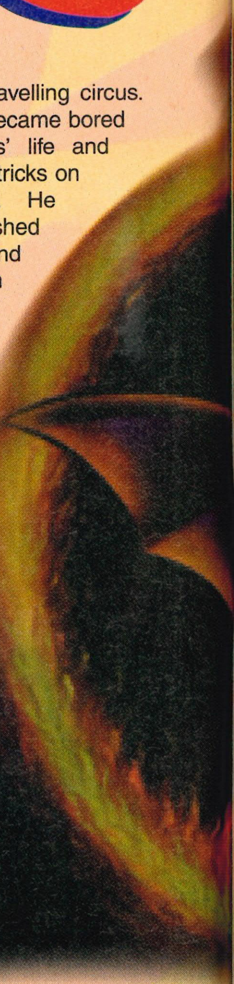
## GAMEPLAN

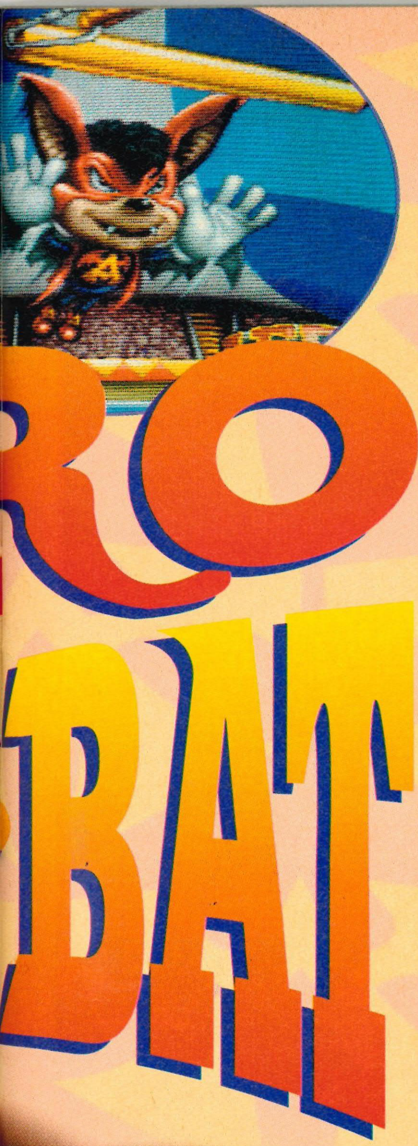
Aero the Acrobat is the biggest star in the circus. When he performs his astounding stunts, the ringside crowd look on in amazement. However, Aero is no modest artiste. He knows he's the best and his obvious arrogance is all part of his star act.

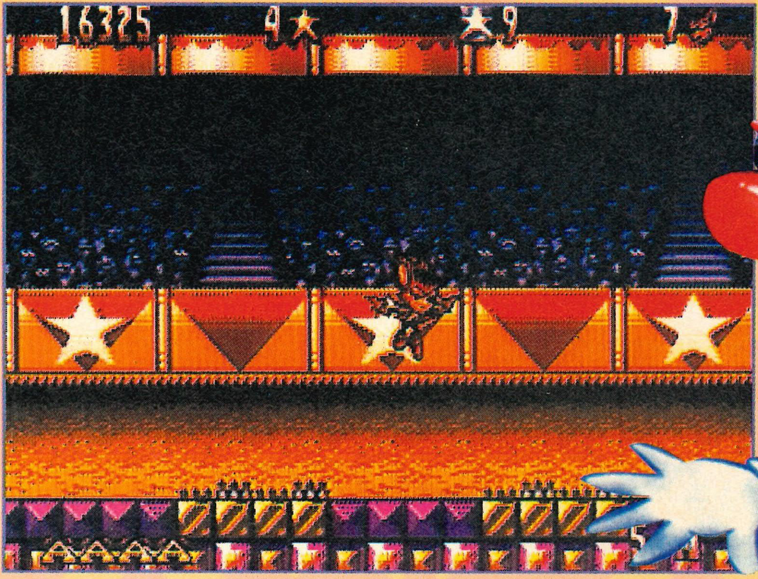
Unfortunately, there may be one challenge that Aero can't handle. Edgar Ektor is an evil human determined to close down circuses worldwide. As a young lad, Ektor lived in harmony with a travelling circus. After a while, he became bored with the travellers' life and began to play evil tricks on other performers. He was then banished from the big top and forbidden from entering again.

Now that Ektor has grown up, his bitterness towards the circus hasn't softened. He's still determined to



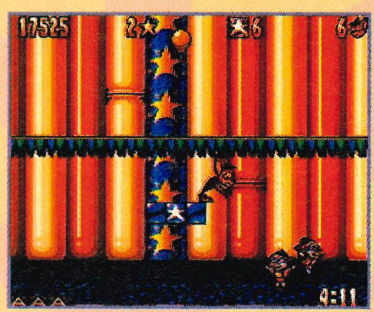




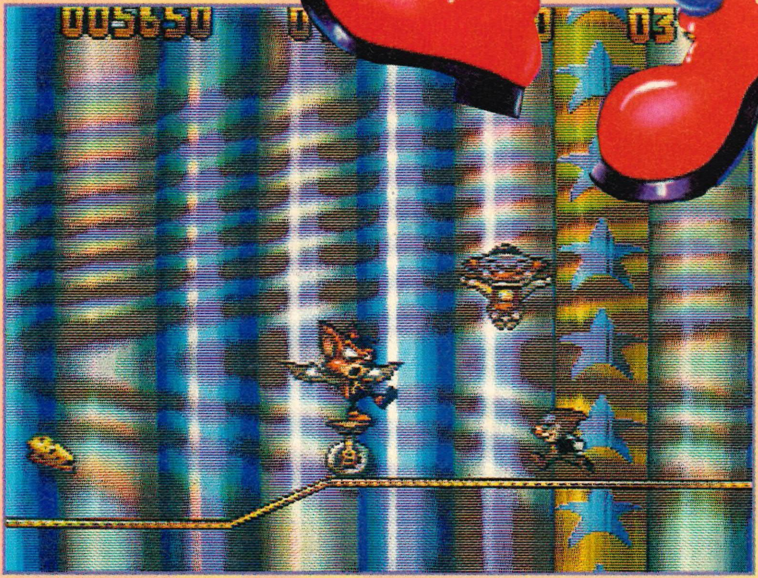



Ever since he was a young bat, Aero has been performing in the circus. He's managed to work his way up through the ranks and is now the star of the show. Now, if there's one thing he loves more than himself, it's the sound of an ecstatic audienc!





Aero demonstrates his untouchable balancing talents. If he falls, Ektor's cronies will get the better of him.



He flies through the air with the greatest of ease....well sort of. Aero doesn't look too steady on this unicycle and he's trying his best to avoid Ektor's minions. This shouldn't be too difficult as he's such a super-bat.



destroy any Big Top he comes across and that includes Aero's. Ektor has planted many booby traps around the circus ringside. As Aero performs stunning tricks, the traps are just waiting to explode. If they're not discovered in time, the whole circus will blow sky high and Aero will never be seen again.

The main objective of the adventure is to destroy the explosives, but Aero will also have to keep his acrobatic talents up to scratch. He'll have to perform his amazing sky dives, flips, flying and his cannonball act if he wants to succeed.

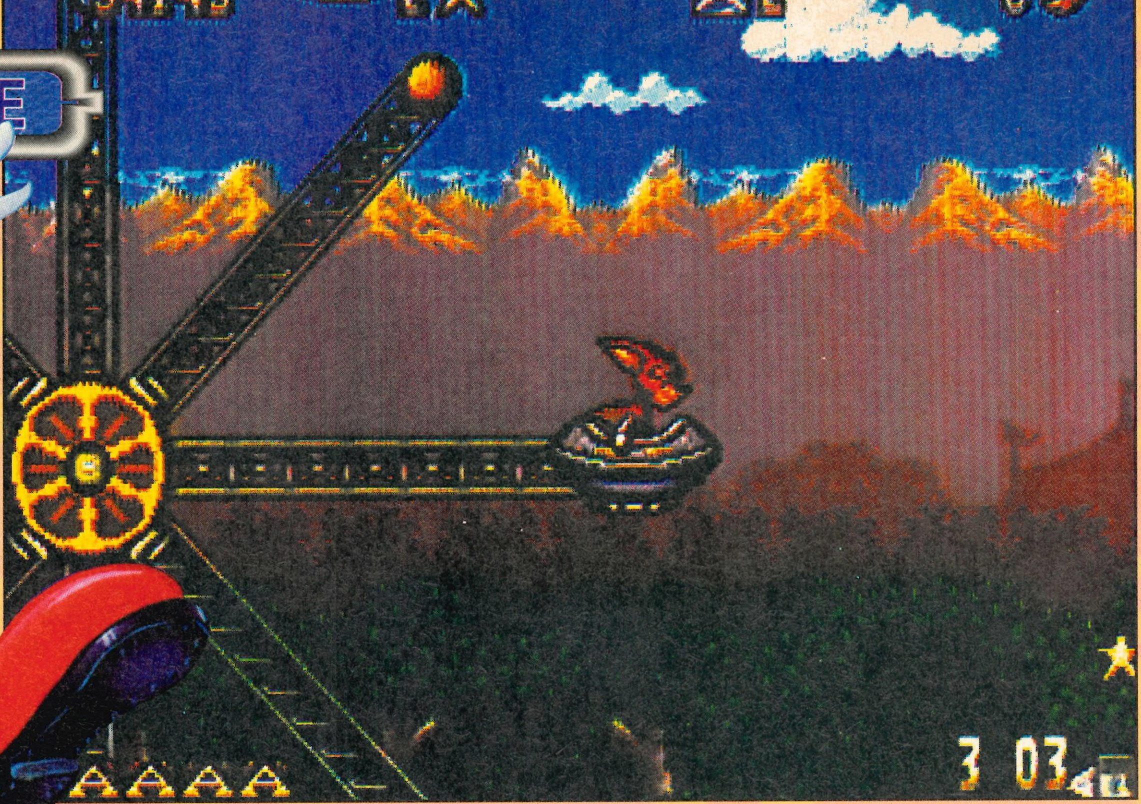
Although this is essentially a run-of-the-mill platform adventure, stunning animation and totally unique gameplay should

*(continued overleaf)*



Every time Aero manages to get to the end of a level, he'll get a chance to gain extra points. To do this he has to perform extra-special stunts and tricks. Cannon-balling through the hoop is just one of his special talents.





This big wheel may look like great fun, but it's much faster than any you'd find at a real fair. If Aero wasn't such a brilliant circus performer, he'd probably feel quite queasy. Aero can't spend all his time on the fair rides, though – he's got much more important things to do. After all, who else will save the circus if Aero won't?

# LEAPS AND BOUNDS

**Sunsoft of America's Director of Product Development, David Siller, took a few minutes out of his busy schedule to answer a few questions about *Aero the Acrobat*.**

**How did you first get into this industry?**
When *Pong* was invented, my brother and I persuaded our dad to invest in coin-ops. I quickly learned how to repair these and soon began to build my own games. This led me into my career and I began designing software in 1980. After working for several companies, I finally ended up with Sunsoft.

**Have games always been your hobby?**
Yes! I am a true diehard gamer and believe I have played more games than anyone else in North America! I eat, sleep and think video games 24 hours a day.

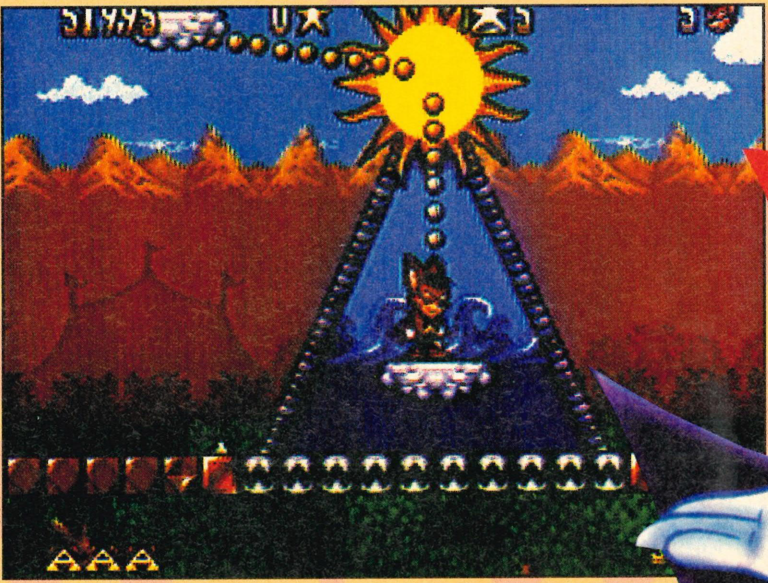
**Who created *Aero the Acrobat*?**
I created Aero myself and after discussions with Sega we began to develop the game. Once Aero was in development, excitement grew and we decided that this dynamic little bat was our new company mascot!

**Can you sum up Aero?**
He is totally dynamic, a gifted performer and a natural acrobat. He champions a good cause and is not afraid to confront overwhelming odds. He's gentle tolerant and understanding, but on no account get on the wrong side of him. His attitude will punch you straight in the face!

**Aero is essentially a Japanese character, but will he appeal to a UK audience?**
*Aero*, the game, will appeal to everyone, everywhere! It has fabulous gameplay techniques that are always changing. Since games players love great games, they will naturally be drawn to *Aero*. Besides, cute characters based on furry little creatures definitely seem to be popular in the UK.

**It's been mentioned that Aero is a character for the Nineties. Why is this?**
He is a reflection of the world that produced him. He is strong, yet reserved in his use of force. Although he's for preservation of peace, he will not tire in his pursuit of justice.

**Is there a sequel planned?**
Yes! We've already started work on a sequel as well as a spin off. We intend to carry on making Aero adventures as long as game players want them.



## PROFILE



| | |
|---|---|
| **Name** | David Siller |
| **Age** | 40 (going on 12) |
| **Job Description** | Director of Product Development, US division |
| **Lives in** | Calabasas, California |
| **Big Break** | Invention of the video game! |
| **Fave Food** | Tex-Mex (Texas style Mexican food) |
| **Fave Clothing** | Levis and a T-shirt. |
| **Fave music** | Iron Maiden and Queensryche (who?) |
| **Time worked at Sunsoft** | One and a half years |
| **Fave Person** | Ayrton Senna |
| **Previous Games** | *Rygar*, *Ameri Darts*, *Cool Pool* (all coin-op) *Superman*, all Looney Tune games, *Blaster Master 2*, *Beauty and the Beast* and *Aero the Acrobat*. |
| **Advice for starting out** | Get a great education, learn to draw, take up Maths and Computer Science, take notes on everything and, above all, play lots of video games! |

# THE AERO ACRO·BAT

make *Aero the Acrobat* a huge success. Sunsoft have ensured that although this is primarily a Japanese release, it will appeal to games players from all over the world.

## PROS

*Aero the Acrobat* intends to take all the best elements from existing successes such as *Sonic*, to create the best gaming character ever. Where most games tend to take one aspect of gameplay as their selling point, this aims to have several. Aero has a number of animations and can flip, dive fly, ride and be fired form a cannonball. He also gets a chance
to participate in a bungee jump, as well as a roller coaster ride, water slides and fairground rides. The game focuses on a humorous theme and, thus, should appeal to players of all ages.

Although Aero's main enemy is Edgar Ektor, there are plenty of other nasties to contend with. There are end-of-level guardians – each needing different skills to conquer. Once you've defeated the guardian, you will have the opportunity to perform special stunts for extra points.

Sunsoft have also released plans to launch a range of Aero-related products. It's uncertain whether these will be released in the UK initially, but once the Aero bandwagon starts rolling, it's certainly a possibility!

As Sunsoft have decided to use Aero as their flagship character, it's bound to be a brilliant release. Anything less than excellent would be pointless for the company. The whole point of Aero is that he will set the standard for Sunsoft's future releases.

## PROPLAY

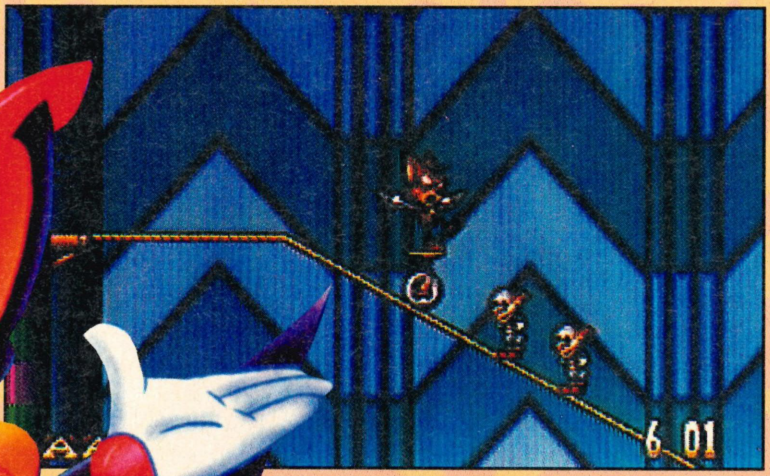
With only a short playtest at the CES in Chicago earlier in the year, we can report that this game impressed us so much that we've been hounding Sunsoft for information ever since. Aero is fast and his incredibly arrogant and cheeky character is presented well. The little sprite reminds us of that cheeky little know-it-all kid who thinks he's the best thing since sliced bread!

Originality is depicted in the circus theme, with lots of bouncing and jumping on trampolines and the like. Sunsoft are obviously pleased with themselves, and on first impressions, so they should be. We can only wait for the finished cart to appear.



This is Sunsoft's HQ in Japan. Most of their games are developed there, including *Aero the Acro-bat!*









Don't be put off by the menacing appearance of this tunnel, it's not half as hard as it looks. This level is rather like a roller coaster, even if it looks more like the ghost train. However, don't expect it to be a Sunday afternoon ride!

MEGA DRIVE

**AERO THE ACROBAT**

SUNSOFT ● £39.99 ● OUT NOV

| | |
|---|---|
| CART SIZE | 8Mbit |
| PLAYERS | 1 |
| STAGES | 25 |
| SKILL LEVELS | 2 |
| FEATURES | n/a |
| CONTACT | |

Sunsoft of America ✆ (0101)7148914500

ACTION / STRATEGY

DONE / TO DO

# WINT OLYM GAM

**The 1994 Winter Olympics are looming on the horizon and as you would expect, a video game tie in is in the pipeline. It follows the real Olympics down to minute details, and features ten events. UK developers US Gold are producing the title, so Sam Hickman donned her woolly hat and mitts, and visited the northern climes of Birmingham to see what all the fuss is about.**




We're all going on a summer holiday! Er, except this is winter and we're about to participate in the Olympics. This cross country skiing event may not look very exciting, but believe me, for those participating, it's absolutely riveting.

The Olympics used to be an event that brought the world's best athletes together, regardless of politics or money. As the years have passed, countries have boycotted the event and the Olympics have come to represent big bucks. The amount of money involved in sponsorship is phenomenal and otherwise penniless athletes can make a pretty penny out of sportswear manufacturers.

US Gold have already made a considerable fortune from the 1992 Olympics. *Olympic Gold* sold over one million copies worldwide, raking in a retail value of over £30 million. In some countries, it was just as popular as Sega's flagship character, Sonic! Due to its huge success, US Gold had no problems when it came to obtain the licence from Norway for the 1994 Winter Olympics. They were the obvious choice!

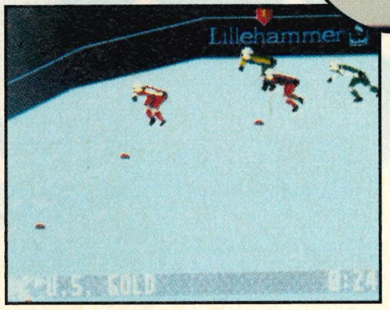
The game will be released across all Sega formats and includes all ten winter Olympic events. Although the actual Olympics don't begin until February, US Gold hope to have all four versions of the game ready by December – just in time to put it on your Christmas list!

## PROS

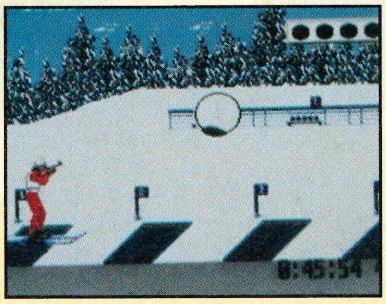
Unlike *Olympic Gold* and *Summer Challenge*, this cartridge is has a 16Mbit memory. This means that the programmers should be able to develop realistic gameplay much more easily. US Gold have spent the majority of development time perfecting sprite movement which has been a major problem with previous sports sims. The game also claims to run much faster than sims of the past, which is another problem with this type of release.

All versions of the title revolve around the same game format. There are ten events to compete in: Down Hill Skiing, Super G, Giant Slalom, Slalom, Freestyle Moguls, Ski Jumping, Bob Sleigh, Luge, Bob and Short Track Speed Skating. On starting the game, you'll be treated to a brief history of the Winter Olympic games, with a map of Lillehammer.



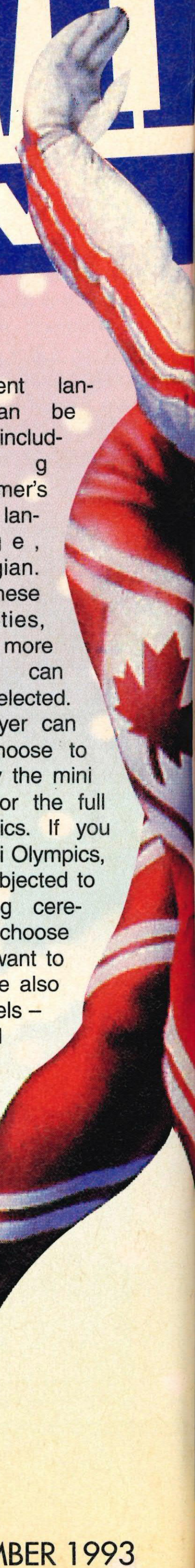



This is speed skating, where the object of the event is to spin round the track several times until you're very dizzy.

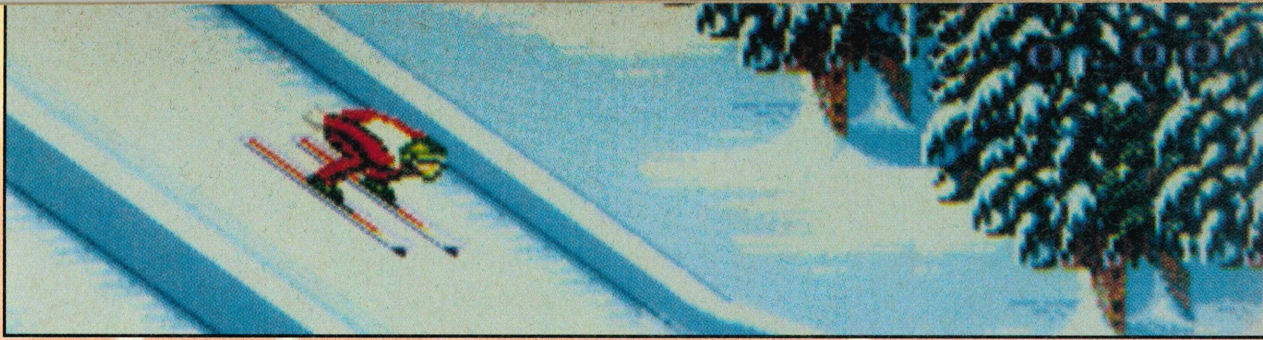


Eight different languages can be selected, including Lillehammer's native language, Norwegian. After these formalities, three more options can be selected. The player can either choose to train, play the mini Olympics or the full size Olympics. If you select the mini Olympics, you won't be subjected to the lengthy opening ceremonies and you can choose only the events you want to compete in. There are also three different skill levels – club, national and Olympic.

Up to four players can compete in every event, although competitors will have to take it in turns to participate in an



# ER PIC ES



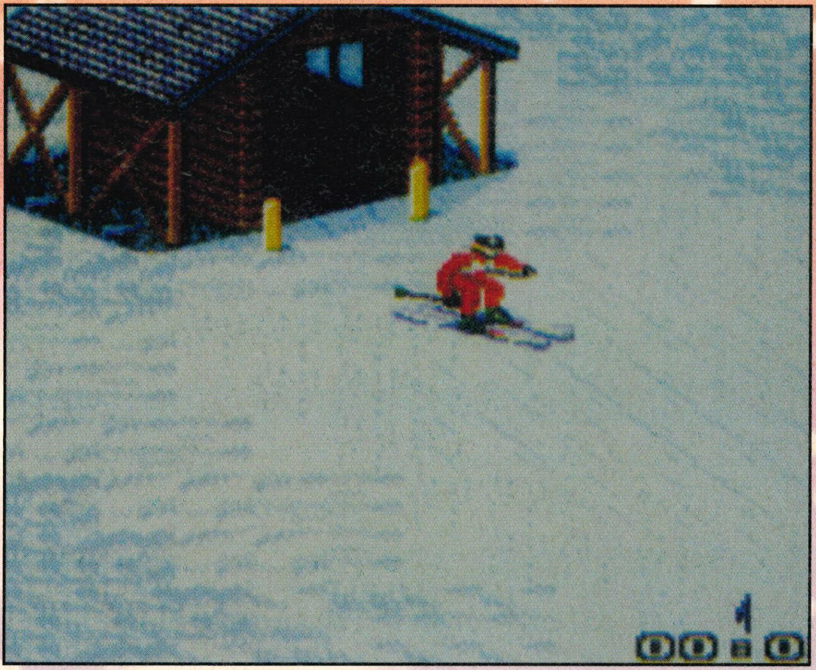


event – unfortunately, this doesn't use the four player tap. However, there is a head-to-head option on both the short track speed racing and the freestyle moguls. Even though this will probably offer you more of a challenge than the usual one-player option, there are other incentives to win the events. If you come in the top three, you'll win the appropriate medal. Personal bests and all Olympic Records are recorded in the game, so if you break a record, you'll go down in history!

## PROPLAY

It's difficult to say how this game will compare to other sports sims such as *Summer Challenge* or *Winter Challenge*. The graphics are certainly better than Accolade's game (although this is over one and a half years old), but the most important factor in this type of release is the gameplay.

Comparing it to US Gold's previous Olympic release, *Olympic Gold*, this seems to be a vast improvement. The graphics are much more realistic and since US Gold used real athletes to perfect sprite movement, the gameplay should be better too. This is a game that's going to suit armchair sports fans down to the ground. So far, sports sims haven't been too successful on the Mega Drive as while they always seem to be visually pleasing, they are often let down by unrealistic controls and slow gameplay. However, with such an important tie-in, maybe this time the software developers will get it right.




Maybe if I crouch down very low, I can ski my way into the Mountain Ranger's front room. For those of you who don't know, this house is actually one of the obstacles in the race. Ski around it to receive extra points.




Wheee! This is the event for ultimate show-offs! The better your stunts, the more points you'll get!

MEGA DRIVE MASTER SYSTEM

**WINTER OLYMPICS**

US GOLD ● £44.99 ● OUT DEC

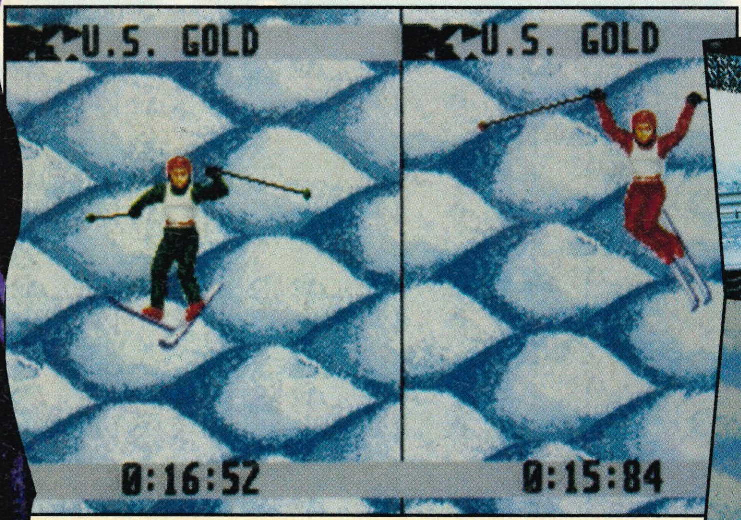
**CART SIZE ..8/4Mbit**
**PLAYERS ..............4**
**STAGES..............10**
**SKILL LEVELS ........3**
**FEATURES...........n/a**
**CONTACT**

US GOLD © (021) 625 3388



ACTION / STRATEGY

DONE / TO DO



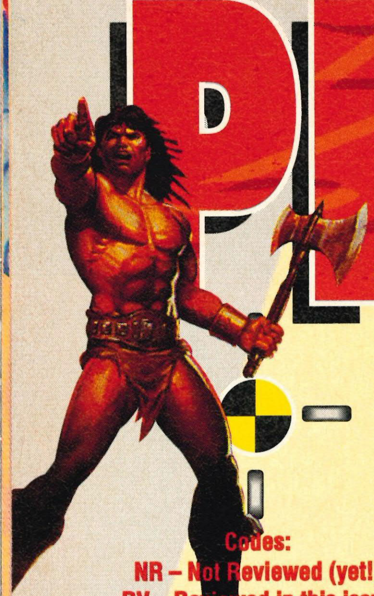






Battle it out against the computer to become the speediest ski-er in the world. Personally, can't really see the fun in these competitions, but it definitely holds lots of challenge.

# PRO DATES





**We're back again this month with news of even more releases! If you are wondering which games are worthy of your hard-earned savings, then cast your eyes over the next two pages. They include all up and coming releases for the next two months, and you won't find a better guide anywhere. Although we do our best to ensure that all information printed is correct, some release dates will change. Often, software houses will delay a product, so bear this in mind if you're looking to make a game purchase.**

Codes:
NR – Not Reviewed (yet!)
RV – Reviewed in this issue

## NOVEMBER RELEASES

### MASTER SYSTEM

**CHUCK 2: SON OF CHUCK**
**CORE** £32.99
Baby Chuck certainly follows in his father's footsteps. He's a dab hand with a rock and has a sense of adventure too. When his father goes missing, Baby Chuck knows he must rescue him. After all, who else can change his nappy? RV

**F1**
**DOMARK** £32.99



The Mega Drive version may be one of the best racing sims around, but it seems that the MS version may not be of the same high standard. Even so, racing fans are bound to love it, as there aren't many of these releases on the MS. 61%

**HOME ALONE**
**SEGA** £32.99
The film version was aimed at a very young audience and something tells us the game version is too. Young Corey is left all alone in the house, to defend nasty burglars. What will he do? 63%

**OTTIFANTS**
**SEGA** £32.99
*Ottifants* is based on a cartoon, created by a famous German illustrator. This is the first game to be developed in Sega Germany and is bizarre to say the least! Look out for some wacky platform action! NR

**ROAD RUNNER**
**SEGA** £32.99
Wile Coyote is the biggest baddie on the cartoon world and he's soon to become the rogue of the games world. In this adventure, Wile Coyote sets up traps for Road Runner who tries to avoid them. NR

**SONIC CHAOS**
**SEGA** £32.99
Can Sonic pull it off again? The first two episodes were brilliant, but could it be that everyone's favourite hedgehog has seen better days? Watch this space very closely for details as they arrive. NR

**STREETS OF RAGE 2**
**SEGA** £32.99
Although *Streets of Rage* was a beat-'em-up classic, the gameplay is slightly dated now. The second instalment seems to be very similar to the first, so don't expect anything too spectacular. NR

**ULTIMATE SOCCER**
**SEGA** £32.99
Sega are plugging this as their first in-house sports title, claiming that it's the best footy sim ever. Action is fast and furious, and this is much better than its M.D counterpart. 84%

### GAME GEAR

**CHUCK 2: SON OF CHUCK**
**CORE** £27.99



After defeating Gary Critter in the first episode, Chuck has been kidnapped in the sequel. His son has been left all on his own, so he sets off to find his father. RV

**JURASSIC PARK**
**SEGA** £27.99
Yet another product that seems determined to slip into later months. The Mega Drive version was good, but not as good as we expected. Does this mean that Sega are trying to make last minute changes? NR

**OTTIFANTS**
**SEGA** £27.99
Check out this surreal platform adventure, set to hit the streets this month. Ottifant is lost and the adventure is based around his search for his father. NR

**ULTIMATE SOCCER**
**SEGA** £27.99



We bring you the exclusive review of Sega's first football sim. Is it any good? Turn to the review pages to find out for yourself! RV

### MEGA DRIVE

**ASTERIX AND THE GREAT RESCUE**
**SEGA** £39.99
Asterix is finally making an appearance on the Mega Drive and not before time too. This was one of the most popular games on the MS, although the MD version will be completely different. Look out for it! NR

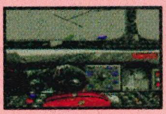
**CHUCK ROCK 2: SON OF CHUCK**
**CORE** £39.99
Chuck Rock has been kidnapped and only one person can rescue him – his baby son! He may only be two feet tall, but this little brat is much harder than he looks. 71%

**DAVIS CUP TENNIS**
**DOMARK** £39.99
This is the last title that Domark will be promoting for Tengen and, thankfully, the two companies have parted on a good note. This tennis sim is one of the most realistic ever. 83%

**FANTASTIC DIZZY**
**CODEMASTERS** £39.99
Dizzy has been hugely popular on PC formats and is set to be an even bigger star on the Mega Drive. Join his adventure, based in a far off, strange land. 90%

**F1**
**DOMARK** £39.99
This is the first racing sim to feature Sega's own racing car. The action is just as good too, with lots of different tracks to race on. 86%

**F15 STRIKE EAGLE II**
**MICROPROSE** £39.99



This is the first of a new generation of flight sims and Microprose hope it will be the best. It certainly has an improved control method and more interesting missions. 88%

**HAUNTING**
**ELECTRONIC ARTS** £49.99



This is a highly original game that features a grisly ghost as the main character. The action is hilarious, but it may be too shallow for most. 75%

**LANDSTALKER**
**SEGA** £49.99
*Shining Force* is out in the shops now, so if you're looking for a follow up, this could be the one! Follows the same vein as *Shining Force*, but is bigger and has better graphics. 93%

**OTTIFANTS**
**SEGA** £39.99
An Ottifant is a cross between an elephant and a strange alien being! When one of the clan goes missing, the youngest Ottifant knows he must go after him. NR

**PUGGSY**
**PSYGNOSIS** £39.99
When Puggsy's spaceship crash lands on an unfriendly planet, he tries to leave immediately. However, before he can return to his home, he has to solve many different puzzles. NR

**SNAKE, RATTLE AND ROLL**
**SEGA** £39.99
This is yet another cutesy platform adventure with a slippery twist – the main sprite is a snake! A rattlesnake is usually something to be afraid of, but this one is as harmless as they come. RV

**STREET FIGHTER II**
**SEGA** £59.99
The price is very steep, even by Sega's standards. However, this is the game that everyone can't wait to get their hands on! Check out the review. RV

**WORLD CUP SOCCER**
**ACCLAIM** £39.99
Soccer sims are appearing thick and fast on the MD, although many of them won't be up to scratch. Acclaim are attempting to make this the greatest sim ever, although the game content is a closely guarded secret. NR

**WWF ROYAL RUMBLE**
**ACCLAIM** £49.99
Shut up and get in the ring! There's no room for any weeds here, so if you want to rumble with the best, you'd better shape up! NR

### MEGA CD

**C&C MUSIC FACTORY: M. M. V.**
**SEGA** £39.99
Yawn. What more can we say? We've already slagged these games to death. Even if you're a big pop fan, these edit-and-playback games will probably fail to please. NR

**DUNE**
**VIRGIN** £TBA



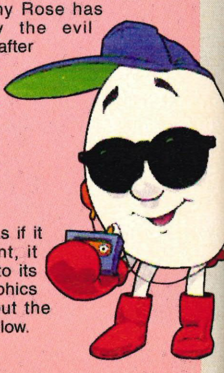
The Mega-CD version of *Dune* follows David Lynch's film almost identically. As Paul, your mission is to gain control of the most valuable substance in the world, melange. RV

**ECCO THE DOLPHIN**
**SEGA** £39.99
*Ecco* may have been revolutionary on the Mega Drive, but the same tired graphics are now appearing on the Mega-CD. We would have expected more from the finned one. 79%

**KRIS KROSS: MMV**
**SEGA** £39.99
Kris Kross have seen better days, even if they are only about 13 years old. If Sega were going to release his video, they could have at least done it while they were still famous. 56%

**SEWER SHARK**
**SEGA** £39.99
A fast moving shoot-'em-up where the idea is to blast the sewers clean. While this is a great idea, the gameplay doesn't seem to match the concept. Bit of a disappointment really. 65%

**SONIC CD**
**SEGA** £39.99
Sonic's girlfriend, Amy Rose has been kidnapped by the evil Robotnik. Sonic goes after her, knowing only too well that Robotnik has more evil plans up his sleeve. RV



**THUNDERHAWK**
**CORE**
£44.99
Although this looked as if it could've been brilliant, it hasn't really lived up to its expectations. The graphics are well presented, but the gameplay is far too shallow. 76%

# NOVEMBER RELEASES

## MASTER SYSTEM

### ASTERIX – THE SECRET MISSION
**SEGA** **£32.99**

This is the second time that Asterix has appeared on the MS – his first adventure was very popular. Look out for more of the same cartoony sense of humour. NR

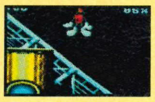
### CJ – ELEPHANT FUGITIVE
**CODEMASTERS** **£32.99**

CJ is a kidnapped elephant from Africa who has been imprisoned in an English zoo. His aim is to get back to be with his family. One night, he breaks free from the prison and armed with only a few peanuts, he begins his trek. NR



### COOL SPOT
**VIRGIN** **£32.99**

He's small, red and very, very cool! *Cool Spot* was a huge hit on the Mega Drive and this even includes some scenes from the MD adventure. Join Cool Spot and help him achieve his quest for cool. NR



### DESERT STRIKE
**DOMARK** **£32.99**

This product seems to slip and slip, but it's still being eagerly awaited by MS owners. Take to the skies and blast away dodgy Arabian outlaws, with no remorse. NR

### DONALD DUCK 2
**SEGA** **£32.99**

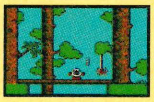
*The Lucky Dime Caper* was one of the most popular MS titles ever. This sequel features more of the same humorous gameplay, with updated graphics. NR

### ECCO THE DOLPHIN
**SEGA** **£32.99**

We didn't think that Sega would release this on the 8-bit, but it's due to appear next month! Obviously there won't be as many levels as the MD version, but it should be outstanding anyway. NR

### FANTASTIC DIZZY
**CODEMASTERS** **£32.99**

Dizzy is a hard boiled egg with attitude! The evil wizard Zaks has taken over his kingdom and has turned all the animals into Dizzy's enemies. Help Dizzy restore the kingdom back to its peaceful self. 92%



### JUNGLE BOOK
**VIRGIN** **£32.99**

Although the Mega Drive release date has slipped into next year, this is looking very healthy. A cute platform adventure that takes many elements from the original cartoon. NR

### JURASSIC PARK
**SEGA** **£32.99**

Aaah! Tyrannosaurus Rex is on the loose and is looking for dinner. Make sure you're not on the menu by destroying all the dinos in the park! NR

### MICRO MACHINES
**CODEMASTERS** **£32.99**

You know the story by now! Choose your miniature remote control car and pit your wits against the other drivers. All the tracks are based in a different room of a house, so the obstacles are bizarre to say the least! NR

### PGA TOUR GOLF
**TENGEN** **£32.99**

PGA is something of a classic on the Mega Drive, even though it's fairly old now. It finally makes its way on to the 8-bit this month, but will it be worth the wait? RV

### ROAD RUNNER
**SEGA** **£32.99**

Wile Coyote has been trying to capture Road Runner for years, but so far the bird has been far too slippery. However, this time Wile is back with more dastardly tricks than ever. NR

### ZOOL
**Virgin** **£39.99**

Zool is a cute alien from the Nth dimension. His mission is to crush the force of non-imagination before it takes over the galaxy. NR

## GAME GEAR

### ASTERIX – THE GREAT RESCUE
**SEGA** **£32.99**

Game Gear titles usually have more in common with the Master System, but this release is downgraded from the Mega Drive version. Look out for some wild and wacky action. NR

### CJ – ELEPHANT FUGITIVE
**CODEMASTERS** **£27.99**

CJ has been captured and placed in an English zoo. He doesn't like this too much, so plans his escape back to Africa. However, his adventure will take him through many different countries, each with its own dangers. NR

### COOL SPOT
**VIRGIN** **£27.99**

Cool Spot finally appears on the Game Gear in November, bringing all of his coolness with him. If you like games with a laid back attitude, this could be for you. NR

### DESERT STRIKE
**DOMARK** **£27.99**

You know the story. A familiar eastern madman has decided to take over the world. Unless you can stop him in your Comanche helicopter, he may just succeed. NR

### FANTASTIC DIZZY
**CODEMASTERS** **£27.99**

Dizzy has been a star for some years, but he's only just made his way to Sega systems! His mission is to save the world from the evil wizard Zaks. 92%

### F1
**DOMARK** **£27.99**

Take your position in the toughest racing sim of the year. This promises to be the most realistic racing sim to hit the Game Gear, although the Master System version wasn't exactly ground-breaking. NR

### GEAR WORKS
**SONY** **£27.99**

Developed by Sony, this will appear exclusively on the Game Gear. This is a highly strategic game, where the aim is to solve the puzzles presented on the screen. NR

### JUNGLE BOOK
**VIRGIN** **£27.99**

If you've ever seen Jungle Book, you'll find much that is familiar in the game. Mowgli embarks on a fantastic adventure through the jungle, meeting all the animals. NR

### MICRO MACHINES
**CODEMASTERS** **£27.99**

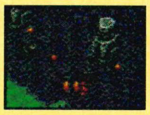
Speed your way around numerous tracks in this wacky racing game! Includes a special option where two players can play simultaneously on one Game Gear! NR

### PGA TOUR GOLF
**TENGEN** **£27.99**

So far, there hasn't been a hugely successful golf title on the Game Gear. Tengen are hoping that this will be the release to take the spotlight and have ploughed lots of effort into the title. RV

### POWER STRIKE
**SEGA** **£27.99**

This has already been released on the Master System a while back. A young pilot seeks to take revenge on the pirates that blasted him out of the sky many years ago. NR



### ROAD RUNNER
**SEGA** **£27.99**

Join Wile Coyote as he prepares to destroy Road Runner once and for all. Steer Road Runner clear of the traps, or he may end up as roast dinner. NR

### SONIC CHAOS
**SEGA** **£27.99**

This features roughly the same action as previous *Sonic* adventures, with a few new touches thrown in. *Sonic* fans will love it, as will just about everyone. NR

### STRIDER II
**US GOLD** **£27.99**

This finally wind its way on to the Gear in November, although rumour has it that it could slip further. Join Strider as he attempts to overcome the most evil of enemies. NR

### ZOOL
**VIRGIN** **£27.99**

Zool is an intergalactic space traveller from the Nth dimension. One day his spaceship spins out of control and lands on an alien planet. Unfortunately, his arch enemies inhabit the planet, so Zool sets about destroying them. NR

## MEGA DRIVE

### ALADDIN
**SEGA** **£44.99**

This is tipped to be one of the best autumn releases and although Virgin developed the game, Sega are releasing the game under their own label. Check out the preview in this issue. RV



### BLADES OF VENGEANCE
**EA** **£39.99**

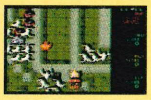
This is a fantasy adventure where the player can either choose to be a warrior or a wizard. Battle your way through weird and wonderful lands to defeat eternal evil. NR

### BRETT HULL HOCKEY
**ACCOLADE** **£39.99**

So far, nothing has been able to touch EA's Hockey series, but it looks as if *Brett Hull Hockey* could be a serious contender! This is in its final development stages and is very playable. NR

### GAUNTLET IV
**TENGEN** **£39.99**

This title is an ancient arcade classic, but it still manages to retain its dignity on the Mega Drive. Battle your way around hundreds of hidden levels in what seems like an endless adventure. 86%



### GODS
**ACCOLADE** **£39.99**

It's here! When Sega refused to officially release this title, Mega Drive owners were up in arms! Fortunately, Accolade were on the case immediately and will be bringing you this long-awaited release in November! RV

### GUNSHIP
**US GOLD** **£39.99**

Flight sims are plentiful this month, although US Gold claim that this is close to arcade action. Could it be that this will be hogging the limelight in November? NR

### HOME ALONE 2
**SEGA** **£39.99**

Oh dear. Some people just don't learn. One instalment of Corey and Co. was bad enough, but two? That's just asking for it. NR

### INSTRUMENTS OF CHAOS
**SEGA** **£39.99**

This is the new name that's been given to the final Indiana Jones game. Why Sega have changed it is anyone's guess, but thankfully the game still stars our favourite hero. An action-packed adventure filled with high speed thrills. NR

### INTERNATIONAL RUGBY
**DOMARK** **£39.99**

Scrabbling about in the mud never seemed like much fun to me, but Domark are trying to make the best of it. This attempts to capture the realism and atmosphere of real rugby, if such a thing is possible. 39%



### NFL QUARTERBACK CLUB
**ACCLAIM** **£49.99**

All the excitement and skill of American football have been compressed into this winter release. Okay, we don't understand the rules either, but this should still be a highly playable sim. NR

### SONIC SPINBALL
**SEGA** **£39.99**

Sonic's third adventure sees him turning into a small blue pinball. The title features everything you'd expect to see in a standard pinball game, with bonus levels too. NR

### SPIDER-MAN AND THE X MEN
**ACCLAIM** **£39.99**

Spider-Man and the X Men team up in this platform adventure. Each of the super heroes has been trapped in their own personal nightmare and it's up to Spidey to rescue them. RV

### TMNT: TOURNAMENT FIGHTERS
**KONAMI** **£49.99**

When Channel 6 decide to launch a fighting contest, the Teenage Mutant Hero Turtles can't help but enter. However, when they discover that the evil Karai is behind the competition, the winning stakes become higher than ever. NR

### UNNECESSARY ROUGHNESS
**ACCOLADE** **£39.99**

The second American football game to be released this month, *Unnecessary Roughness* features all elements of real football. There are 28 teams to play against and all of them can be altered to suit the individual's needs. NR

### WIZ'N'LIZ
**PSYGNOSIS** **£39.99**

Wiz 'n' Liz are two trainee wizards who often cast spells with disastrous consequences. Unfortunately all of their pet rabbits have escaped and are causing havoc everywhere. RV

### ZOMBIES
**KONAMI** **£39.99**

Zombies have invaded Zeke and Julie's home town and they're rapidly killing off the neighbourhood. Rescue each of the potential victims, or you could end up a zombie yourself! NR

### ZOOL
**VIRGIN** **£39.99**

This was a huge hit on the Amiga and much has been improved for the Mega Drive version. This is bigger, better and more playable than ever before. RV

## MEGA-CD

### CHUCK ROCK 2: SON OF CHUCK
**CORE** **£44.99**

When Chuck Rock gets kidnapped, there's only on person who can save the day. His son, Baby Chuck! He may still be in diapers, but he's a dab hand with a club. NR

### DRACULA
**SONY** **£39.99**

Will this game ever be released? Each month the title seems to slip into later months – we can't help thinking it isn't up to scratch. Ah well, time will tell. NR

### LETHAL ENFORCERS
**KONAMI** **£44.99**

This coin-op conversion will be Appearing on your Mega-CD very soon! Your job as a rookie cop is to kill the most dangerous criminals ever to grace the Earth. Remember, shoot first, ask questions later. NR



### MADDEN '94
**EA** **£TBA**

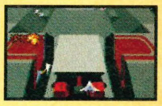
Not another Madden! Hopefully this will feature new graphics and different gameplay. By that, we don't mean regurgitated visuals, a la *NHL '94*. NR

### MICROCOSM
**PSYGNOSIS** **£39.99**

As the world's most technologically advanced doctor, you are shrunk to a minuscule size and injected into the President's body. Your mission is to save him. If he dies, you'll just rot away with him – yuck! NR

### SILPHEED
**SEGA** **£39.99**

This was hailed as the title to really show off the Mega-CD. However, it only proved to be hugely disappointing, much like traditional *Space Invaders*. 69%



### SUPERMAN VS KINGPIN
**SEGA** **£TBA**

Super heroes seem to be falling out left right and centre this month. Superman will have his work cut out trying to defeat the Kingpin, but it's not impossible! NR

### THE TERMINATOR
**VIRGIN** **£44.99**

This is one of Virgin's first CD releases, but *The Terminator* has already been seen on other formats including the Mega Drive. The graphics have been improved, but the gameplay remains virtually the same. NR

# REVIEW INDEX

MD CD MS GG

## REVIEW SYSTEM

### INTRODUCTION
Just a quick rundown of the story behind the game. Usually a quick resumé of what the inlay says – but not as boring.

### PROVIEW
The real meat of the review. Here you can find out what we think of every single element of the game. We'll walk you through the game, talking about the graphics, sound, how it plays, and interesting things you may encounter. This is the most informative part of the whole review.

### PROTIPS
Just a small slice of help that should make your first few minutes of play less frustrating and hopefully a lot more fun.

### PROFILE
All the info you'll need. The phone number given is of the main supplier in the UK and who the Pros got the game from. If the game's on import only, it'll contain an importer's phone number only.
The Action/Strategy bar reflects how much strategical element is in the game – it does not mean that the game is a strategy game – you have to read the review comments to discover a game's category.

### PROSCORE
We pick out the good and bad points for graphics, sound, gameplay and challenge. While a game may score highly on graphics and sound, it may severely lack in playability. If this is the case, the scores will reflect it. The overall ProScore is calculated from our final opinion of the game, taking into consideration every single factor – including price! This is not an average of any score.

### PROYO!
A ProYo! is awarded to any game which receives a rating of 90% or over. Any game which does fall into this prestigious category should definitely be in your collection.

### MASTER GEAR
Every Master System review features a section which details how the game played on the Game Gear through the Master Gear convertor. Are the graphics visible, etc.

## I WANT A SECOND OPINION
Each game review's score is awarded on the game's own abilities; on how well it was programmed, how well it plays and what it offers the gameplayer. Although the Pros award scores, what we say in the reviews gives you more information to what the strengths and weaknesses of a game are.

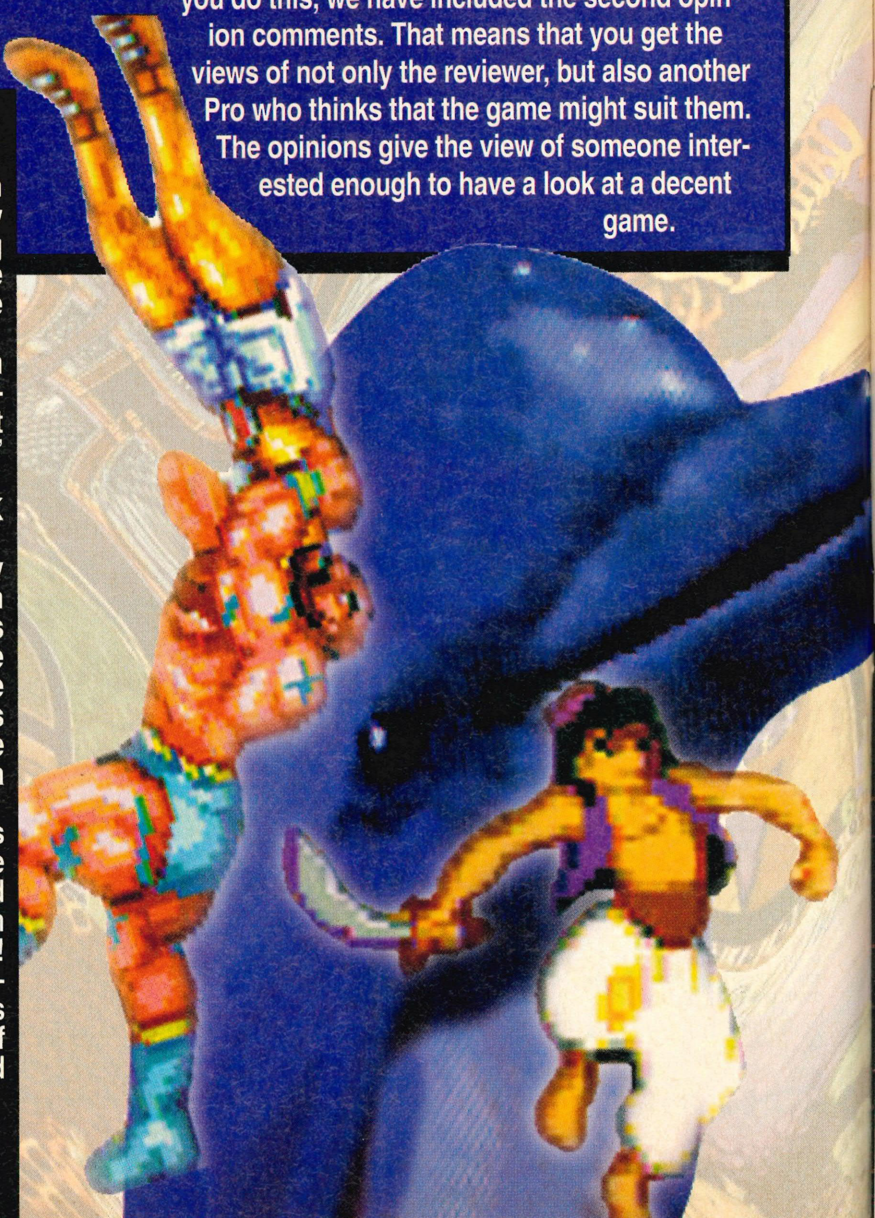
By reading the review, you can make a decision whether the game is for you. To help you do this, we have included the second opinion comments. That means that you get the views of not only the reviewer, but also another Pro who thinks that the game might suit them. The opinions give the view of someone interested enough to have a look at a decent game.

## IMPORTS
If you want to get games on import, then there are a few points worth remembering which mostly concern the type of machine you own and the games that will run on it.

Japanese machines will run all UK, USA and Asian cartridges, providing they don't have the notorious "PAL lock" on them.

UK machines will play UK and USA carts without any problems, but can't play Japanese carts without an adaptor. Also, some Jap carts will only produce a picture through the AV socket on the back of the Mega Drive. This means that they can only be played on a SCART TV or a monitor.

The obvious disadvantages with import games become apparent when you try and play a Japanese RPG when you can't speak the lingo! However, shoot-'em-ups, beat-'em-ups and platform games need very little in the way of instructions, so these should be okay.



**46** PGA TOUR GOLF 90%

The most famous console golf game now swings into action on the MS where you are challenged by the Pros over four different courses. This is no double bogey for sure!



**66** COSMIC SPACEHEAD 93%

Guide the Cosmic explorer through an interactive world where you'll need to gamble for cash, race to victory and build a missile. Sounds fun?



**38** SONIC CD 90%

Sonic and Robotnik are back in the most imaginative and confusing adventure ever. Sonic must alter past events by travelling through time to make sure the future is a good one!



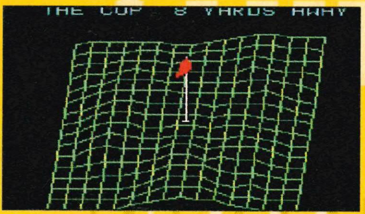
**58** DUNE 92%

Take up the Dune challenge in a time over 8000 years from now. Check out Virgin's huge new CD adventure featuring a space-aged scenario of interactive objects and people.



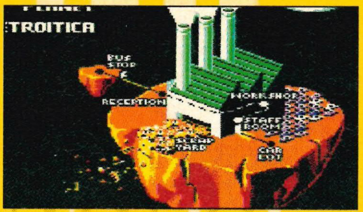
**53** PGA TOUR GOLF 85%

Power your way to victory in a game of Iron and drive. Challenge the world's best over four courses with an appearance on the leaderboard being your ultimate goal.



**56** COSMIC SPACEHEAD 83%

It's a Codemasters treble with Cosmic now starring in the small screen version of his return adventure to Earth. See how the portable version fairs on page 56.



**61** ULTIMATE SOCCER 78%

Sega's latest offering now makes a small-screen debut with an international line-up and all the options you'd ever need in a game of two halves.



**74** ECCO 93%

The friendly dolphin now makes his hand-held debut in an enchantment under the sea. Make a splash and a dive into an ocean that far more than just beauty!



**74** STREETS OF RAGE II 90%

Turn a street fight into a massacre with an extra character to join in the action of a classic beat-'em-up. How does this compare to the successful MD hit?



**74** TERMINATOR II 71%

Take on the Terminators at their own game in a small screen version of the smash-hit movie. This game's has the weapons but has it got the goods?



**34** STREET FIGHTER II 95%

At last it's here. The most popular arcade game ever has finally been converted to the MD. OK, we know it's good, so turn to page 34 and find out just how good!



**42** ALADDIN 94%

A Disney classic now appears on the MD with cartoon animation and colour to put us in the Disney spirit. It's produces some laughs but does it deliver the goods?



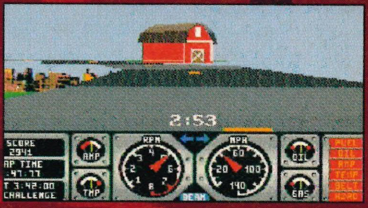
**50** COSMIC SPACEHEAD 90%

Spaced-out Cosmic is a man on a mission. If he can prove he's discovered earth he'll become hero. Check out Codemasters new interactive cartoon adventure on page 50.



**54** RACE DRIVIN' 80%

The sequel to Hard Drivin' features new circuits and some deadly new stunts to perform. There may be more circuits but does this offer anything really new?



**62** GODS 81%

A platform adventure where the key to success is all in the switches. It's a battle to become an immortal God in a puzzling world of potions and magic.



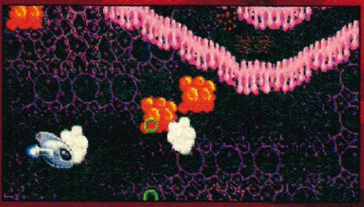
**68** SPIDEY & THE X-MEN 80%

Spider-Man is back and appearing with the X-Men. The characters combine in an arcade platformer where you'll need to control various heroes throughout.



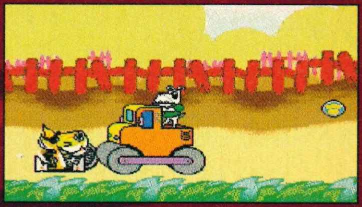
**70** ZOOL 84%

Zool is out on a rescue mission in a chaotic platform world. This has already proved to be a huge success on the Amiga so see how the MD version fairs.



**74** CHESTER CHEETAH 71%

Be cool as you play the part of a character who appeared as Cheeto on a bag of American crisps! Turn to the short reviews for a run-down.



**74** KEIO FLYING SQUADRON 49%

A jap import shoot-'em-up featuring loads of guardians and a variety of pick-ups. It's difficult finding original shoot-'em-ups these days so does this offer



**74** SNAKE, RATTLE AND ROLL 78%

Slither and gobble your way through 12 levels of mayhem and reclaim the royal flag to restore the planet of serpentine back to normal. It's a game of snakes and footmen!





# STREET FIGHTER II

## SPECIAL CHAMPION EDITION

MEGA DRIVE

**Ryu, Chun-Li, M Bison and Blanka have long been household names for games players. Their unmatched bravery in the toughest 'no holds barred' combat tournament has made them worldwide stars. The boxing skills of Balrog, the grace of Vega and the power of Zangief are also well known, but until now Mega Drive owners have been left out of the proceedings.**

**If you've paid your entrance fee to this year's World Street Fighter Championships, isn't it about time we started things running? The competitors are psyched up, their adrenaline is rushing and the crowds are chanting for their favourite hero. This is the battle of the giants. No longer do proud Mega Drive owners have to grin and bear the hard truth that the SNES is the only home console with *Street Fighter II*.**



Mortal Monday has passed and now the world's best, Capcom, can come out and show us what a one-on-one fighting game should really look like. The dedicated team have been working around the clock for months and at long last the finished version is going to hit the streets on Monday 18 October. Now the SNES is destined to pale into insignificance as the greatest fighting game ever arrives on the Mega Drive.

Unless you have been hiding underneath a rock, you'll already know that *Street Fighter II* is the biggest arcade game ever. It's also one of the top-selling console games ever. Now the Sega conversion is finally here, it's expected to be the best beat-'em-up release yet on the Mega Drive.

Firstly, a guide to what the idea of the game is and how to play it. The objective in one-player mode is to defeat each of the 12 fighters in a best-of-three-bouts contest by repeatedly hitting them until their energy bar runs out. Win and you progress to the next fighter. Defeat them all to win the tournament and complete the game.






To add a little spice to the game there are special moves and bonus stages. The special moves – each character has either three or four – are produced using often-complicated joypad combinations. Fireballs, weapons, powerful punches and devastating kicks are available: in fact, all the moves on the arcade machine have been included.

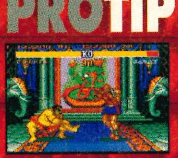


You come across the first bonus stage after defeating the fourth fighter. A car must be smashed to bits before the on-screen timer runs out — you're awarded bonus points depending on how fast you do it. The second bonus stage, after defeating the eighth fighter, is a pyramid of bricks that must be destroyed for more bonus points.

The options screen at the start of the game allows you to change the difficulty level, toggle special moves on/off and listen to the music, etc. You can then choose from a Standard Game, V.S. Fight (the standard two-player game) or Battle Mode.




**PROTIP**



Learn by playing through the game on the easiest setting first. As you learn the special moves and attack combinations, increase the difficulty accordingly.



The movie will be produced by Sasha Harari, producer of Oliver Stone's "The Doors".



## ZANGIEF

**Z**ANGIEF – A Russian powerhouse who trained in the Siberian mountains, Zangief enjoys throwing his weight about. The Spinning Piledriver move takes off half an opponent's energy bar!

## M.BISON

**M**. BISON – Not one for taking torment, Bison is both feared and hated by everyone. The Flaming Torpedo simply toasts any opponent and leaves them without a leg to stand on.

## SAGAT

**S**AGAT – Ryu is his greatest enemy and with a chest the size of a bus it takes more than a couple of Dragon Punches to finish him off. Scarred, but not scared, Sagat will take on any challenger.

## BALROG

**B**ALROG – Once a World Champion boxer he now puts his handiwork to use on the streets. Limited moves steer Balrog clear of unnecessary kicking, but hard-hitting punches make up for this.

## VEGA

**V**EGA – Le Poseur, an agile and fit fighter who knows the trickery and tactics to confuse his opponents. His greatest weakness is the inability to stop posing, and this can be fatal.

# THE POSSE

**Here's a complete lowdown on each of the characters. Next month, we'll print a playing guide including everything you could possibly need to know.**

## E.HONDA

**E**.HONDA – One of the most powerful Sumo masters in the world, this is a man with both good and bad points. He is incredibly slow, but a lethal 100 Hand Slap more than makes up for this.



## CHUN LI

**CHUN-LI** – Rumoured to be the strongest woman in the world, there is no denying that she is the quickest. A firm favourite among *Street Fighter II* players, this is one of the best characters to use.

## RYU

**RYU** – The most basic of all the fighters, concentrated special moves give him a fierce reputation. Having been taught by the same instructor as Ken, grudge matches are a regular occurrence.

## KEN

**KEN** – Similar in style to Ryu, the Dragon punch and Tornado kick make him a fierce opponent. Deadly combinations are his secret, together with quick thinking and movement.

## GUILE

**GUILE** – A proud man, ex-Forces and a deadly enemy of M Bison, Guile uses his Sonic boom to keep the opposition at bay. A superb aerial ability makes this guy a threat to anyone.

## BLANKA

**BLANKA** – Brought up in the wild jungles of Brazil, this beast has learned his fighting skills from the animals that roam them. An electric charge releases a shock to anyone within range.

## DHALSIM

**DHALSIM** – The Yoga master may be slow to act, but he's incredibly tough to defeat. A curry fiend, his blow-torch breath will do more than you expect and set your hair on fire.



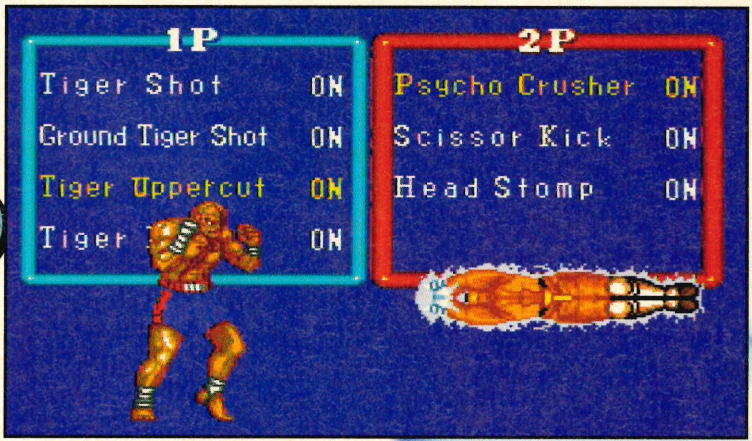

Ken and Guile battle it out between themselves over who is going to get the foxy chick, currently being kept safe by blonde in the background. The rest of the 'we're so cool' posse watch in amazement as Ken summons his magical powers.

## I WANT A SECOND OPINION

Well, it's finally arrived on the MD, and what an incredible beat-'em-up *Street Fighter II SCE* is. It has all the attributes of the SNES *Hyper Fighting Edition* with high-speed action and a real feeling of power and strength.

There is no doubt that this puts *Mortal Kombat* in the shade with the player having a choice over the duration and speed of each fight plus the option to play in an elimination and matchplay competition as well. All the moves are there with colour, sound and animation carried over from the arcade smash hit as a perfect conversio[n]. Buy it!

MARK



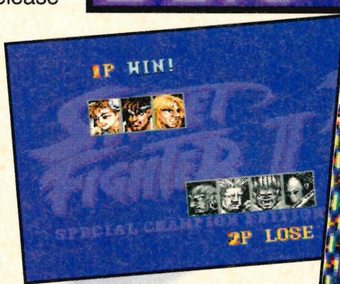

A handy little screen where you can toggle the special moves for each of the characters. Now the incredible M. Bison can be beaten by the fat Sumo or slap-stick Balrog with little effort. Now, that's what I call a cheat.

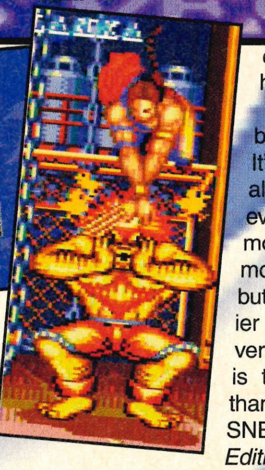



A new addition, the latter is a fun two-player team mode offering the choice of Match Play or Elimination. In Match Play each player selects up to six fighters; the winner being the person with the most wins at the end of the fights. Elimination is again between a maximum of six fighters with a 'winner stays on' rule. Both of these are great fun, adding to the excitement when several people are playing.

If there is any single factor that has surprised me about this release it has to be the quality of the graphics. Compared to both the arcade and SNES version this is almost identical, if not superior. The detailing of the characters is perfect and they have a rougher, tougher look to them. All the special moves are perfectly implemented and there's even a trickle of blood here and there.



The backgrounds are virtually the same as the other versions, but one or two have been redrawn. There are clever animations for some of the background characters, while the scrolling is ultra smooth. The titles, intro sequences and character-select screens are superb. Fortunately, the gameplay is equally impressive, using either the standard three-button or new six-button joypad.

Accompanying the action to add an all-round atmosphere are the sound FX and background tunes. Each character's stage is further enhanced by its own piece of music to set the mood perfectly. As for the sound FX, they're as good as you could expect from the Mega Drive. Maybe a few speech samples would have made it even better, but we can't have it all.

*SFII: SCE* is amazing in both speed and control. It's so fast and yet you always feel in control at even the most furious moments. The special moves are difficult to find, but personally I found it easier to play than the SNES version. An added attraction is that *SFII: SCE* is faster than the recently released SNES *Hyper Fighting Edition!*

*Street Fighter II: Special Champion Edition* offers everything you could ever want in a fighting game. It's extremely fast, immensely testing and undeniably the most addictive game released for a long time. You'll just keep on playing this one until your thumbs fall off!

**Jason "yes, it's good" Johnson**

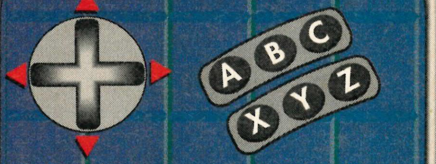



## STREET FIGHTER II:

### SPECIAL CHAMPIONSHIP EDITION

CAPCOM ● £59.99 ● OUT OCT

CART SIZE ....24Mbit
PLAYERS..............2
STAGES ..............12
SKILL LEVELS.........8
FEATURES .....continues
CONTACT
Sega © (071) 3733000




The D-Pad moves your character in all eight directions. It must be used in conjunction with the buttons to activate certain special moves and other attack methods. Each button has its own move, but there is a configuration screen to change the preset controls.

ACTION / STRATEGY

**GRAPHICS 94%**

▲ Each of the characters are superbly detailed and very well drawn.
▲ Colourful backgrounds give the game a polished look on every stage.

**SOUND 90%**

▲ Atmospheric background music adds to the already appealing nature of the game.
▲ Numerous speech samples and powerful sound FX throughout.

**GAMEPLAY 97%**

▲ The moves have been perfectly implemented for the new six-button joypad.
▲ Relatively easy to finish on the lower settings, but it's very tough at the top.

**CHALLENGE 94%**

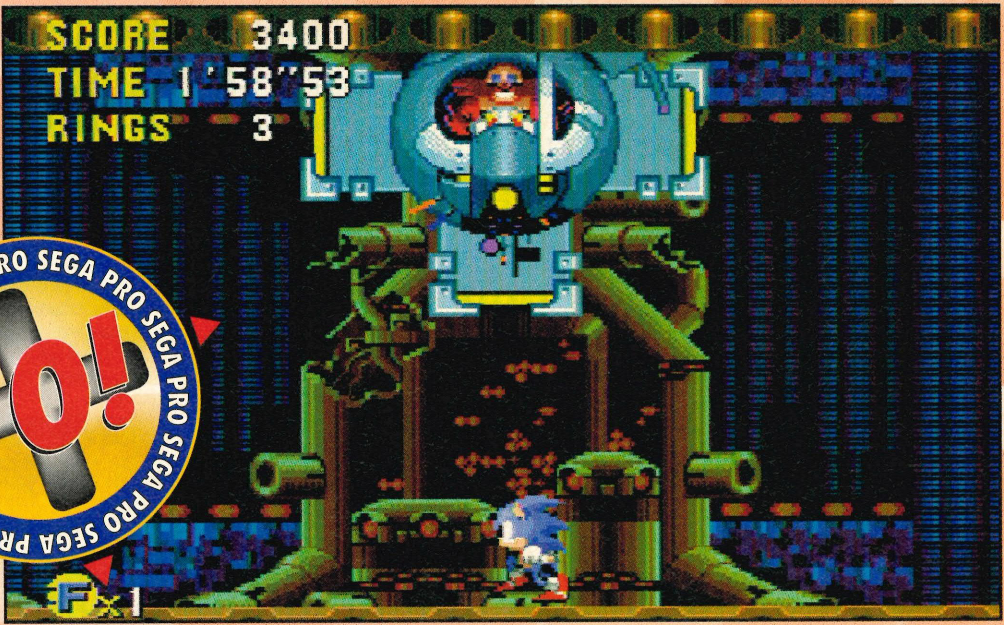
▲ From beginner to expert, this version of *SF II* will test your skills to their limit.
▲ Endless fun can be had with this game in both one- and two-player modes.

**PROSCORE 95%**

The best fight ever! At long last we have a game that really makes the adrenaline rush and keeps you coming back for more time and time again.



Since June 1992 *Street Fighter II* has sold over 4 million copies in Japan alone.




MEGA-CD

**It's been quite sometime since Sonic last confronted Robotnick, and since then Sonic has been on vacation with his new lady friend, Amy. Now a new scheme of evil is sweeping the bright world, and unsurprisingly it's Robotnik himself who's causing the confusion by capturing the time stones. With these stones he has the power to control time and conquer all of Mobius.**

**Sonic must now travel to the little planet orbiting Mobius and prevent Robotnick from getting the time stones. An assortment of evil robots are out to get the super fast hedgehog including his new evil shadow, Metal Sonic, who has kidnapped Amy. Sonic's third rescue mission is a bizarre journey to the past and future in an attempt to work out how the time system works and how it can benefit him in his challenge.**

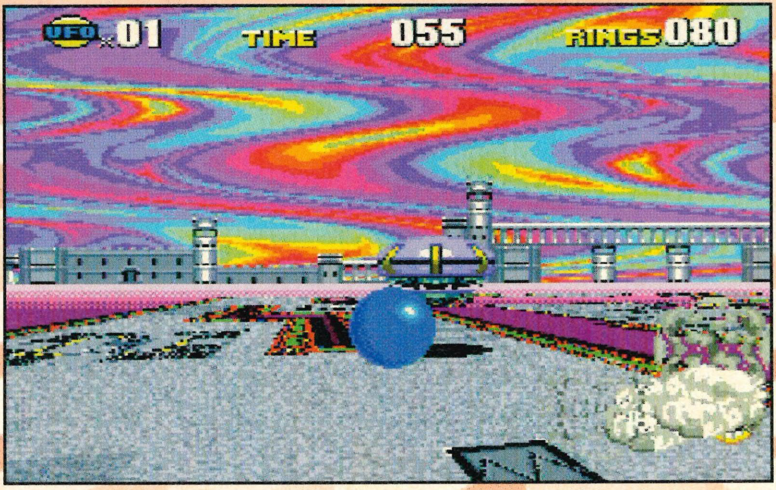
The world's most popular console character is now making his third adventure on CD with a host of new gadgets, traps and secret tricks. There are now even more features, on more levels than ever before.

The opening introduction features Sonic in a cartoon cinematic animation sequence which is as good as any cartoon you're likely to see on TV. The colours are perfect with Sonic himself dashing through the barren lands as he does in the game. The music and lyrics accompanying the sequence really put you in the Sonic mood and the overall message this superb intro brings across is that Sonic is back!

*Sonic CD* comprises of 70 different levels if we include the bonus stages – and this alone is far bigger than any other Sonic adventure. There are in fact seven rounds in the game with each round spilt into three zones. The size of each zone really comes to light when we assess the future and past posts that Sonic interacts with to activate time travel. By going into the past or future on each zone we are actually witnessing two new zone levels!

Round 1 is titled 'Palmtree Panic' where Sonic is immediately thrown into a world of springs, tunnels and super-fast loops. It's all more of a confusion than a panic with continual action and incredible speed. You won't find any new icons to pick-up as all the original monitor-style bonuses are available just as before. For people who have just arrived from the moon the pick-up's can give Sonic either and extra life, a period of invincibility, a handful of rings, a ring protection suit or some super sneakers for even greater speeds.

The option to go into the future or back in the past is an original and very clever idea that's never been seen before in such a game. At first it's not very clear why Sonic needs to time travel as




On the bonus levels you have to collect the time stones that will help you defeat Robotnik. This section of the game shows of the CD's rotating and scaling capabilities and the overall effect works very well.

# SONIC CD
## THE HEDGEHOG

Sonic CD's release influenced by the huge demand from Sonic 1 and 2 enthusiasts and new Sega CD buyers.




When Sonic turns into a bright flash then it means he is about to time travel. The 'Future' sign in the corner of the screen indicates that all you need to do is reach a high speed for a few seconds to activate the time travelling.

the first round can be completed in the present. It's when you notice icons and rings hidden in walls that the whole time travelling concept comes into the picture. Sonic must travel back in time, find Robotniks evil machinery, destroy it and then return to a future zone that's either good or bad – depending on how successful you've been. If you slip up in one time zone then any alterations could have a severe effect in the future. You'll only complete the game properly by travelling backwards and forwards in time and putting past events right. Confused? Play it to believe it!

The time travel concept really brings out the challenge of *Sonic CD* as the player is able play the game in many different ways so each level can be played over and over again. In fact if we look at



# SONIC CHAOS

**ACROBATIC SONIC**
One of Sonic's new animated moves can be used for clinging on to a wire stretching over a danger area.



**UNREACHABLE RINGS**
Rings or other such bonuses in the background can be reached in a different time zone.



**METAL SONIC**
He's new to the Sonic series and it's up to you to defeat him at the end of the Stardust Speedway round.



**SONIC SHRINK**
At one point in the game Sonic walks through a source of power that makes him small.



**EXTRA LIFE**
Ok, so we've seen this icon before. It is useful though and you should keep your eyes peeled for them as they are easily missed!



**WALL BASHING**
We all know Sonic can spin through a wall. Just make sure you don't miss the hidden rooms and remember to use the Sonic spin.



**FUTURE POST**
This is your gateway to time travel. Once Sonic has put this in a spin he only needs to reach a required speed to warp into the future (or past).



**SEESAW MADNESS**
This is a form of transport Sonic must use to go upwards. He must keep jumping on the left and right sides to work the seesaw upwards.



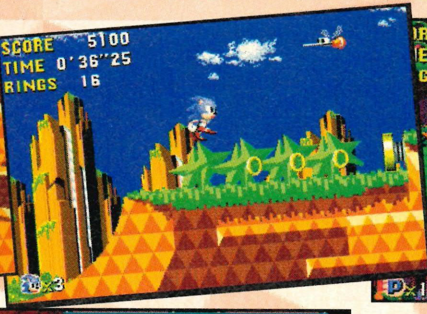
**SONIC TIME WARP**
When you see a trail of bright sparks coming from Sonic's rear then it means he is moving at the required speed to time warp.

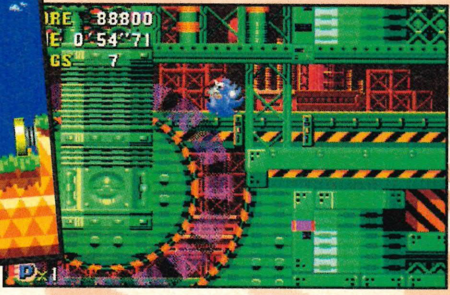


**SONIC SCOOTER**
At one stage Sonic must use this form of machinery to speed into the heart of a chaotic zone full of mechanical mayhem!










**PROTIP**



**Don't forget you can use the Sonic Spin in two ways. Either hold the D-Pad up and push a button to build up speed standing up or hold the D-Pad down and spin in a ball if you prefer. The spin not only gets you up the steep slopes but also bashes down some of the walls to reveal hidden rooms.**

A hedgehog's diet comprises of worms, slugs and beetle

# SONIC CD
THE HEDGEHOG

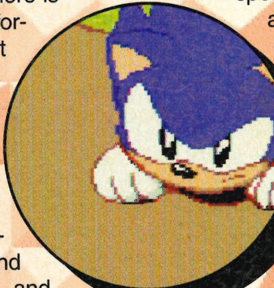




On arrival in the future Sonic must now find one of Robotnik's machines and destroy it so he can change the potential bad future into a good one. The black display boards in the background can reveal hidden bonuses if Sonic interacts with them!

the structural design very closely it becomes clear how the player has a choice of either bombing through all the levels as quickly as possible and declaring an unofficial victory or making use of all the time zones to finish the game properly and find new undiscovered features that grace a CD machine that's been crying out for imaginative and worthwhile software.

There is no doubt that the design of *Sonic CD* is superb with imaginative ideas and some completely flexible gameplay. There is never a straight forward route and it takes weeks to discover every element of this game.



Later levels are a joy to play with an array of new transporting components, large and impressive robots and mind-boggling background graphics. At one stage during the game Sonic shrinks when he interacts with a power source in the future. When Sonic is small, Sonic is cute and it's quite humorous seeing the small sprite out of proportion to the backgrounds!

The action is intense and half your time is spent being launched through the air by power components such as wheel launchers, rebounding lino, rotating ball claspers and speed belts. There are plenty of switches for activating moving backgrounds and the water is still there in places to keep you busy searching for air bubbles.

The bonus stages are accessed by collecting 50 rings and jumping through the large ring at the end of each zone as before. This section offers the player a 3-D scaling perspective of the action and your aim is to collect the time stones to help you in the quest to beat Robotnik.

The sprites throughout the game are detailed, smooth and very cleverly animated and there is so much variety in the background artwork. The typical Sonic scenario has been carried over to full effect with content being a lot bigger than ever before.

If you've got a Mega-CD then this is a must. The challenge is huge the gameplay is so fast and exciting. As before, the challenge is fairly easy if you play the game with an emphasis on progression, but the hidden features are never-ending and must be discovered! This is the best CD release yet and any fan of Sonic will want to get their hands on this immediately.

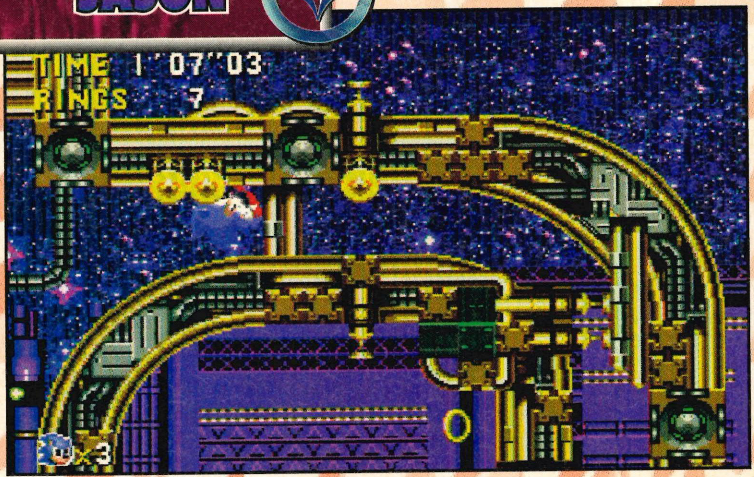
● **Mark "Lost in time" Hill**

## I WANT A SECOND OPINION

The more you play Sonic CD the better it gets, with stunning graphics, sound and gameplay from the word go. The Wacky Workbench Zone is particularly impressive and the way the game changes when you skip from Past to Future is nothing short of mind-blowing.

Despite being easy to complete, you must take *Sonic CD* for what it is – a massive adventure game with endless appeal. You are constantly finding new zones, bonus items are everywhere, and there are more rings to collect than Sonic 1 and 2 put together! Why couldn't we of had this bundled with the Mega-CD 2 with a more realistic price tag?

**JASON**




## PROTIP



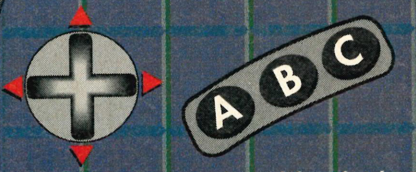
Do not be tempted to race through each zone as quickly as possible because you are going to miss the whole point of the game. Use the time travel to full effect so future results become more interesting, thus enhancing the gameplay.




## SONIC CD

SEGA ● £TBA ● OUT OCTOBER

**CD ACCESS**...medium
**PLAYERS**...1
**STAGES**...70
**SKILL LEVELS**...1
**FEATURES**...continues
**CONTACT**
Sega ✆ (071) 373 3000




Use the D-Pad to move Sonic left and right. Buttons A, B or C are used to make Sonic Jump. Press the D-Pad down and push any button to do a Sonic spin.

ACTION / STRATEGY

## GRAPHICS 86%

▲ The opening cinematic cartoon sequence features some incredible CD graphics.
▲ The speed of the game is helped by the fact that backgrounds are so smooth and detailed.

## SOUND 89%

▲ The soundtracks are incredible with a wide blend of rave, dance and rap music.
▲ The soft background lyrics work so well to enhance the feeling of speed and action.

## GAMEPLAY 96%

▲ It's so much fun experimenting with the past, present and future!
▲ Sonic gets himself into all kinds of tricky situations that are such a pleasure to play.

## CHALLENGE 75%

▲ You'll be pushed into finding all the time stones before you reach the last level.
▼ It's still very easy reaching the final round if you are one for getting as far as possible.

## PROSCORE 90%

A brilliant release for the Mega–CD. It's one of the most imaginative, playable and exciting releases to ever grace Sega's leading system.


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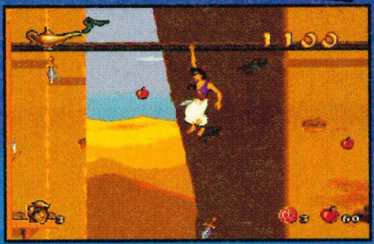
**There is a fairy tale land far, far away called Agrabah. This land of wind and sand is split in two by the wealth of the Sultans and the poverty stricken parents who work their fingers to the bone, trying to feed hungry mouths. A rather sad setting, but a fairy tale nonetheless as out of these desperate streets shall arise a hero.**

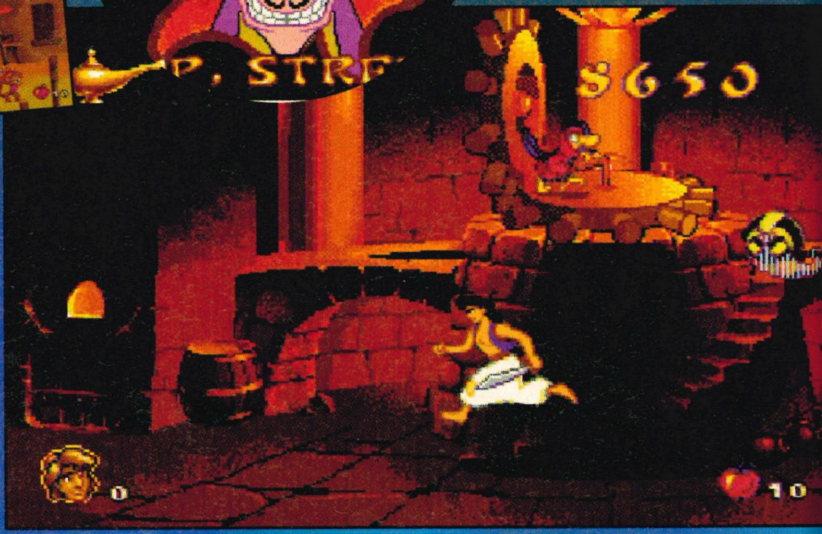
**Aladdin is a common thief, or a street rat as children who live as he are known by the rich hierarchy. Jafar, the Sultan's personal advisor, is plotting to take over the kingdom, but he needs the power of the magic lamp, hidden within the Cave of Wonders. Aladdin has the power to go into the cave, so Jafar plans to entice the worthless street rat into his palace. And so, one dark night, the story begins...**









Aladdin swiftly runs around in circles in a vain attempt to reach the Sultan's Palace. Believe it or not, that pink parrot treading the mill is a tough birdie to break and you'll need a substantial collection of apples to throw at him. Blah, blah, blah...!

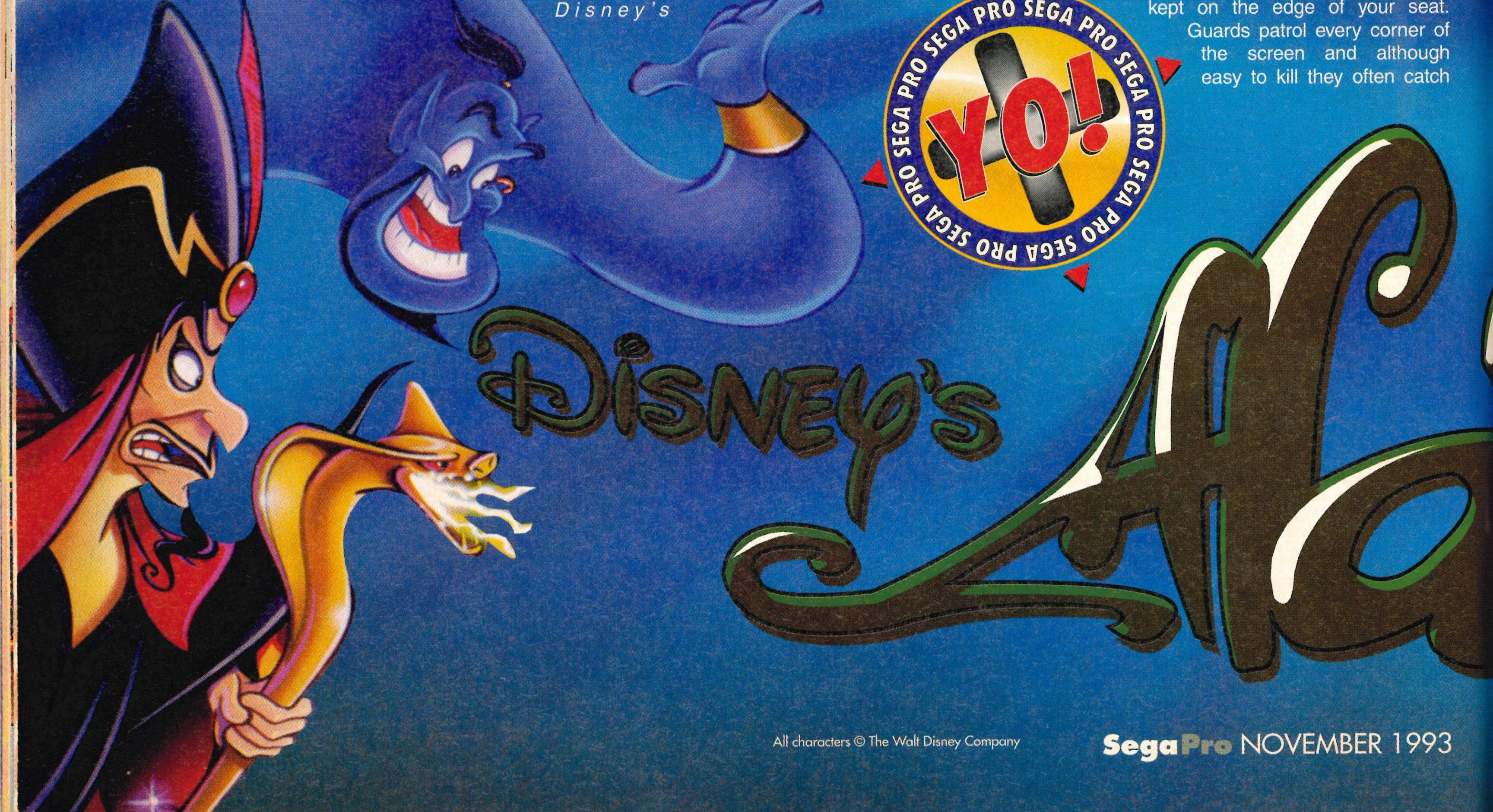
Sega, Virgin Interactive Entertainment and Walt Disney Computer Software Inc, three of the world's finest entertainment companies, have united to combine their experience in developing the first video game to ever feature cartoon animation by the Disney team. With this, the talents of *Cool Spot* programmer David Perry and Sega's marketing skills, you have the recipe for something special.

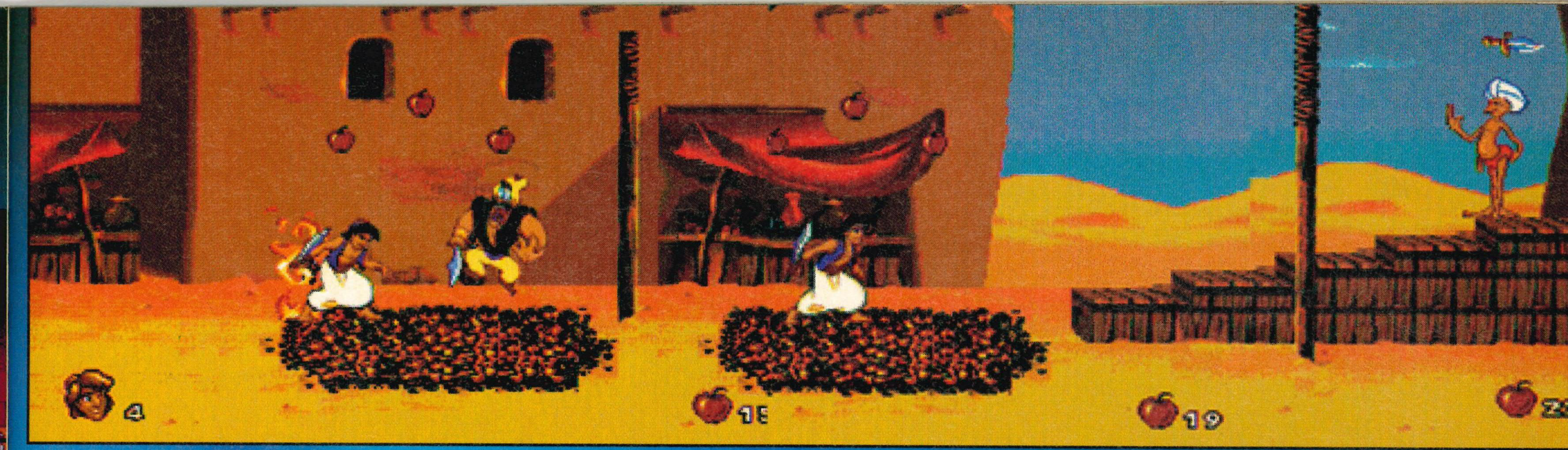
The instantly recognisable Dave Perry style confirms the pre-conceptions of *Disney's Aladdin.* You literally sit back in disbelief as the opening level begins. The animation is so smooth that you are totally entranced into believing that this is a cartoon as Aladdin candidly leaps about the screen.

As you progress through the levels, continually amazed by the graphics, you have to admire the amount of fine detail, animation and colouring that has gone into the release. All the sprites move in a natural manner and everything is tinged with a sense of humour. Spitting camels, guards that egg you on to attack them and a magic carpet ride that sends poor Aladdin into a high-speed death run.

As with so many platform adventures, there are items, power-ups and bonuses to be found. You must collect apples which can be used as an effective weapon against the sword-wielding guards. To help, hearts that restore your energy, stage restarts and valuable gems, that can be traded at market stalls, are randomly scattered throughout the levels.

With so many items to collect and bonuses to find, you are constantly kept on the edge of your seat. Guards patrol every corner of the screen and although easy to kill they often catch



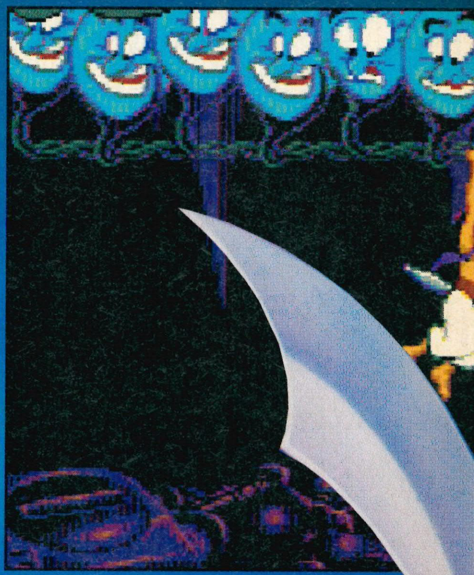




**PROTIP** Master the use of Aladdin's sword and you will be able to kill the majority of guards with little effort. It's particularly useful as a shield against knife throwers.



Hopping and jumping about is a full-time occupation for Aladdin as the dungeon poses more than its fair share of problems. The blocks move out of the wall and you can step up them as and when they appear, but be quick.



you out. Exploding skeletons, deadly lava pits and darn annoying bats take the occasional monotony out of the gameplay and you are confronted with a reasonably difficult platform adventure of the highest quality.

It would be fair to say that with the combination of superb graphics, atmospheric music and challenging gameplay, that this is one of the best platform games ever. It's a vast improvement on *Cool Spot*, and with its family appeal only *Sonic the Hedgehog* and *World of Illusion* come close!

The magical atmosphere is further enhanced by the background music. You often feel entranced as Aladdin proceeds, wiping out guards, as the Eastern sounds flow through the air.

Ten levels, each giving you a standard side-





Future games are planned with Disney characters appearing in their own game before they're seen in a movie!

# HEY MICKEY!

**To understand just how the graphics were designed, Debbie Brajevich of Virgin Games, Inc. explained the processes used.**

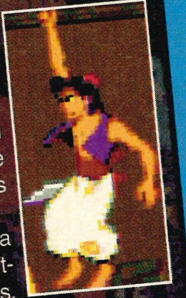




A team of Disney animators drew between 1200 and 1600 new cells under the direction of the Virgin animation team. Mike Dietz of Virgin flew to Florida to assist the Disney team as the cells were hand drawn. Aladdin's character was re-drawn in an attempt to make him more suitable for the video game, even the smallest details like his feet and belt were changed to give him a more authentic look.



The general design was taken from the original movie, not only did this include the graphics, but the humour and storyline too. Jeffrey Katzenberg of Disney oversaw the work produced. This in itself made video game history and Virgin was very pleased to have such a prominent person from Disney working with them. The storyline for each level and the quality of the animation, etc all had to be given the okay from this infamous Disney animator.



Once the cells had been drawn, they were fed into a computer and put through a computerised Cell Animation Process. Three months passed and finally everything was ready to piece together. Debbie says, "I think you'll agree that the product is simply brilliant."



on view, vary both in difficulty and style of gameplay. The first three, Agrabah Market, The Desert, and Agrabah Rooftops are relatively straight forward and ease you into the game with an ideal learning curve. Then the dangerous Sultan's Dungeon tests your agility as quick thinking and careful jumping must be used.

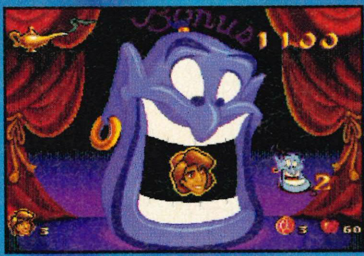
The Cave of Wonders and The Escape try your skills even further with daring leaps and careful observations a must. Then the game changes from a platform adventure style to a simple test of your reactions, similar to the high-speed section of *Battle Toads*. This is a somewhat disappointing part to the game and more could have been made of it. Using a technique, similar to that of the arcade game *Rail Chase*, may have proved more spectacular.

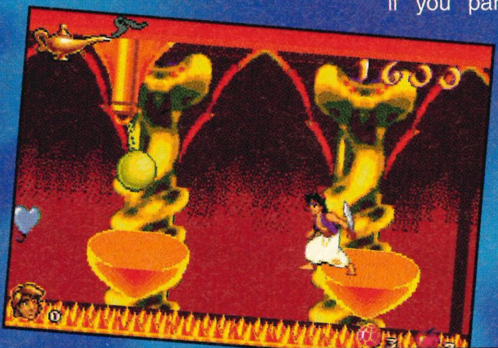
If you want to see what your Mega Drive is really capable of and if you particularly enjoy platform adventures, this shouldn't be missed. The presentation is absolutely superb and it goes to show what rubbish it is when people say the SNES is capable of superior graphics.

● Jason "yeshe khan" Johnson



Where'd he go? When left alone, Aladdin will look left-to-right – just like in the pantomime.







The genie's hands appear to offer our hero directions, but, this time, Aladdin has cooked his goose! Unless he can manoeuvre the magic carpet up or down very quickly, he will hit the rock.

## I WANT A SECOND OPINION

**Wow! *Disney's Aladdin* deserves to be the biggest game of the year. Simply because it's not a game, it's an interactive cartoon. Real cartoon-quality graphics have been promised for so long, but, now, they're actually here.**

**It's the perfect licence as it is a brilliant game in its own right and doesn't rely on its big name to sell. The sheer quality of animation and program design is good enough.**

**The gameplay isn't that different to many platform games, but it's the Disney magic, which has captivated cinema goers over the years, that's going to hook many Sega gamers.**

**PAT**

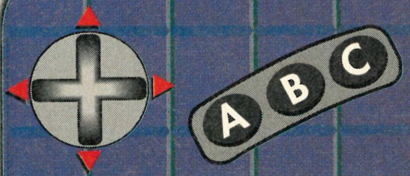


MEGA DRIVE

## DISNEY'S ALADDIN

VIRGIN ● £44.99 ● OUT OCTOBER

**CART SIZE ....16Mbit**
**PLAYERS................1**
**STAGES ...............10**
**SKILL LEVELS.........3**
**FEATURES.....continues**
**CONTACT**
**Sega ✆ (071) 3733000**



The D-Pad moves Aladdin in all eight directions. The buttons can be re-configured, but usually A throws an apple, B jumps and C gives a slash of the sword. Depending on Aladdin's position at the time, the sword can be used in various ways.

ACTION / STRATEGY

**GRAPHICS 97%**

▲ The best graphics ever on the Mega Drive that set a standard for others to follow.
▲ Super-smooth animation of every sprite makes this game a delight to watch and play.

**SOUND 94%**

▲ The original background music adds to the already magical atmosphere.
▲ The sheer quality of the music will appeal to all age groups and music tastes.

**GAMEPLAY 89%**

▲ The standard style is improved with various bonus levels and lots of stages.
▼ A little simple at times and more variation on certain levels would have been better.

**CHALLENGE 92%**

▲ An ideal learning curve makes *Disney's Aladdin* suitable for beginners and experts alike.
▲ Limited continues on normal level adds to the overall difficulty of the game.

## PROSCORE 94%

**The most impressive platform adventure ever to appear on any games system. It's attention to detail and atmospheric qualities are mind-blowing.**

Music from Aladdin the movie, featured in the game, received an Academy Award.

ΔΕΧΟΔΕΦΟΡ

## *How fast time goes by, on the 23rd of September I reached my 300th year.* ..........

*And again I am living in a time of great wonders. Turning lead to gold is no longer the aim of this alchemist. I have given the benefit of my knowledge to those who would journey into the realms of fantasy using their many skills to outwit and defeat the images created by the children of my creation AURORA.*

*I mean the video game with all its twists, turns and endless variations which takes all of my attention. I work till the bones in my body ache and my eyes crave the luxury of rest in order to bring to you video play magic. Have you the brains, the skill and the steady hand needed to join me in my world? You must be a special human in order to join me and you too can be immortal as I am, on the tables of high scores.*

*This lunar turn I bring you even more great offers to take you further along the path you have chosen. First, a short tale. Marok decided to defeat Chun-Li, a dear friend of mine in Street Fighter. I have not seen anyone work with such dexterity in over two hundred and fifty years and while I reminisced about my sword masters lessons, the savagery of Marok's play left me dizzy as sweat rolled from his brow, but defeat was inevitable when he got his finger caught in the joypad and despite my greatest effort I could not dislodge it. I offered to turn it to clay with a secret acid and then take it off but he will not let me yet. So he must now work on your orders stuck on autofire. Think of this as you await the speedy return of your games.*

*The Alchemist*

≤1ΟΦΦΓΑΜΕΣ

Write to the Alchemist and he will answer your letter. Ask him questions but not how to play games. If you wish, tell him about yourself, what type of computer you have, your birthday and the type of games you prefer. But do not try to speak to him personally as he will speak to no one. He has available many "games of great imagination" at fantastic prices and will send you a scroll containing current lists.Pay seven pounds to cover postage for a year, and he will send you a scrolled list each fortnight as he keeps acquiring more games and selling out of others. Here is a very small sample of his Mega Drive stock.

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Speak to Marok at G.C. Electronics on 0207 502249 and place orders by Access or Visa. Make cheques payable to G.C. Electronics. All prices include postage and packing. Callers - to get Alchemist's offers, bring this mag to the Computer Workshop. Find this month's secret and also look out for the competition.

G.CARR

REVIEW

MASTER SYSTEM

# PGA TOUR GOLF

**What is it about golf that makes the sport so appealing? Just think of the expense that goes into all the gear: a full set of clubs, bag and brolly, spiked shoes, membership and green fees, and not forgetting the obligatory Pringle pullovers. For most, the local municipal nine hole pitch'n'putt course is about as far as it goes. It's middle-class BMW owners who join country clubs and spend half their day walking and talking, and little more than five minutes contributing to the action.**

**The 19th hole may be awaiting these players of the real game who play with similarly flawed opponents, but fame and fortune await those who plug into their console and compete in tournaments that the professionals also plan to win.**

**PROTIP** Always compare the hole distance indicator with the club distance value before taking a shot and always use the snap indicator to curl your ball around obstacles.



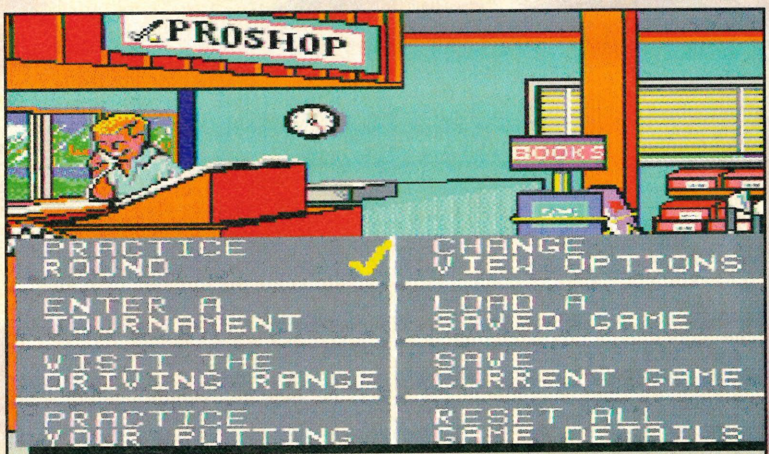
After being a huge success on the Mega Drive due to its unquestionable offering of realistic action, the best golf game in the world is set to reach the 8-bit systems. The MS version, though missing some of the MD version's features, includes most aspects of a golf tournament with four different courses and a whole array of options and statistics.

Before entering a tournament there are options available that allow you to get to grips with the controls for driving, pitching and putting. You can practise the long swings on a driving range or choose to touch up on the putting. There is also an option to practise on any of the four tournament courses.

The aim of PGA is to enter the 72 hole tournaments on the courses, winning as much prize money as you can. As most sport stars will tell you, the money doesn't matter that much. It's the thrill of breaking course records and playing astounding shots, that keep the addiction there.

Each tournament offers a large amount of prize money to the top placed competitors. To add to this, most of the world's top players are on the score sheets and you can assess your progress with the golfing greats throughout the season. Your ranking depends on prize money winnings and your goal is to be one of the most consistent tour competitors with regular updates on the leader board.

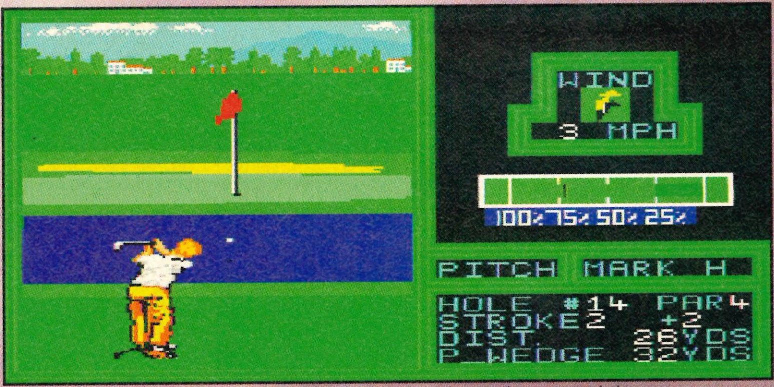
The presentation is first class with detailed overhead views of each hole, a short paragraph of advice on approaches by the commentator, and there's a useful 3-D matrix illus-




In the club shop the options menu gives you a golfing chance with practice greens and driving ranges that will test your skills. It's a good thing you can save your career data as there are financial winnings at stake for the winners.




Being a master of golf I naturally appear on the leaderboard in style. Rumour has it that someone had cut and pasted the numbers to make certain scores appear as rather good ones! Is this true? Answers to the usual address!




A brilliant drive off the par four tee sets up an eagle stroke over the water. With the correct power and snap and a good judgement of the wind this chip may just make its mark. Success will mean a score of evens and possibly a leaderboard place.

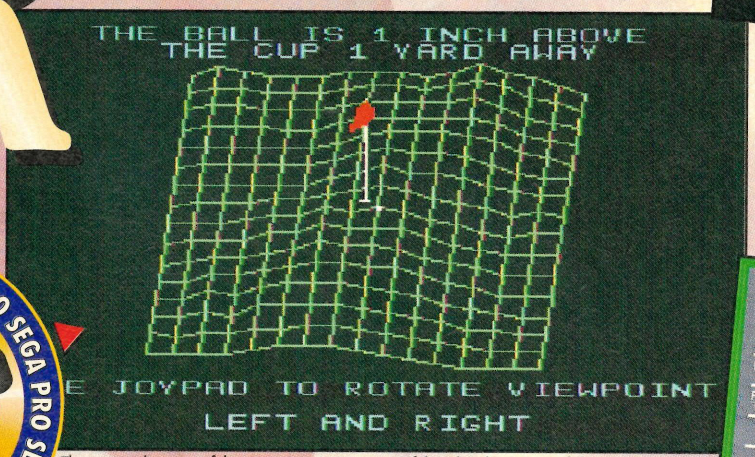


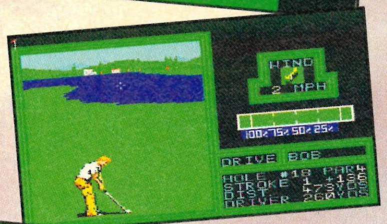
It was early Scottish colonists who introduced golf to the US in the 17th Century.













The matrix diagram of the putting green is very useful and a clever way of showing the geographic nature of the grass surface levels. Here you are near enough to the hole for a simple tap. Sometimes, however, you'll need to more careful in judgement.

tration of each putting hole so you can assess the mounds and dips before taking a stroke. The save facility is a welcome sight as it enables you to store your current tour.

The control method is typical of any golf simulator with power and snap indicators determining each stroke. If the snap is judged incorrectly then your ball curves to the left or right.

On each hole, you can expect the usual hazards of golf, such as trees, lakes, rivers, bunkers and roads. You have a full selection of clubs and the range of each is shown when selected. Club selection is automatic, but you can select any club for any shot if you wish.

The options menu allows you to play a chip or punch shot when it comes down to the concise stroke play and instant replays are available for the rare moments when you make a birdie or an incredible shot or long drive.

Each hole is drawn with concise detail and typical fairway colouring, thus capturing a satisfactory golfing atmosphere. The overhead views are particularly helpful with accurate illustrations and the player sprite moves with a realistic swing.

*PGA Tour Golf* is a tidy and very playable simulation that allows four players to compete against each other and all the top golfing professionals. If you enjoy a round with the lads, then try this as it's the best golf game to appear yet on the MS.

● Mark "Green Jacket" Hill

# A HOLE IN ONE

**PGA WEST STADIUM**

| Hole | Yardage | Hole | Yardage |
|---|---|---|---|
| HOLE 1 | 461 Yds Par 4 | HOLE 10 | 474 Yds Par 4 |
| HOLE 2 | 422 Yds Par 4 | HOLE 11 | 619 Yds Par 5 |
| HOLE 3 | 486 Yds Par 4 | HOLE 12 | 413 Yds Par 4 |
| HOLE 4 | 236 Yds Par 3 | HOLE 13 | 300 Yds Par 3 |
| HOLE 5 | 573 Yds Par 5 | HOLE 14 | 421 Yds Par 4 |
| HOLE 6 | 349 Yds Par 3 | HOLE 15 | 523 Yds Par 4 |
| HOLE 7 | 404 Yds Par 4 | HOLE 16 | 581 Yds Par 5 |
| HOLE 8 | 554 Yds Par 5 | HOLE 17 | 229 Yds Par 3 |
| HOLE 9 | 486 Yds Par 4 | HOLE 18 | 502 Yds Par 4 |

The hole must be between 100 to 600 yards away from the tee.

## I WANT A SECOND OPINION

Ahh, relaxation at its highest! There's nothing to beat a good round of golf and even if you're not a Plus Four fogey, there is still something to be enjoyed from hearing the swish of a club and the gentle patter of the ball hitting the green. Unfortunately, these sounds are missing, letting down what is otherwise a very well presented and playable game. All the features you would expect are here including a very handy game save option. Clear, informed graphics complement the relatively fast gameplay and it's the only purchase you'll need to make if you love your golf!

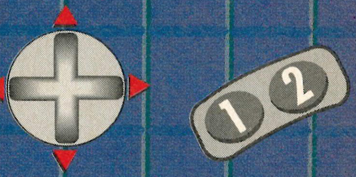
SIMON




## PGA TOUR GOLF

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**PLAYERS**..................4
**STAGES** ...............18
**SKILL LEVELS**.........2
**FEATURES** ..........Save
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Tengen ✆ (0604) 790785)




Press the D-Pad to move the cursor left and right. Button 1 will select the hole overhead view and options screen whilst button 2 controls the power and snap you put into each stroke. Move the D-Pad up and down to select a club.

ACTION
STRATEGY

**GRAPHICS 90%**
▲ The illustrated overhead diagrams of each hole are very well drawn and very useful!
▲ The viewing perspective is well drawn and gives the player a good sense of depth.

**SOUND 61%**
▲ The calm relaxed introduction music is very much suited to the world of golf.
▼ The limited sound effects don't really enhance the atmosphere a great deal.

**GAMEPLAY 89%**
▲ Golfing fans will appreciate the variety of options and the simple, effective stroke play.
▲ Each course requires skill, judgement and patience – just like the real game!

**CHALLENGE 90%**
▲ The challenge is immense when up to four players take on the world's best golfers!
▲ There are four different courses to play and learn before making the leader board.

**PROSCORE 90%**

An addictive and accurate golfing sim that is every bit as good as its Mega Drive counterpart. This is certainly the best MS golf release to date.

# WIN! A MiG-29 FLYING JACKET WORTH £600!

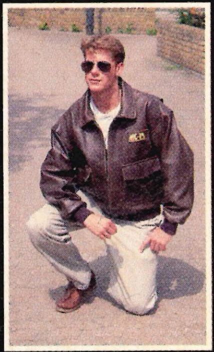
## PLUS RAY-BAN LOOK-A-LIKES FOR THE RUNNERS UP!





Win this brown leather flying jacket and become the envy of all your friends! There are only 40 of these jackets in the world and this is your chance to become the owner of one. The jacket is fully lined and features the Mig-29 logo on the breast pocket. If you're one of those people who never win a competition, don't fret because we've got some more prizes too! For the runners up, there are 10 pairs of Rayban Aviator look-a-likes up for grabs. Wear these and your friends just won't recognise you!

All you have to do is answer the questions, pop them on a postcard and send it to us. Make sure your entry is received by 5 November.



## QUESTIONS

1. What is the name of Domark's new flight sim?
2. Who makes the best sunglasses in the world?
3. Which is the best mag in the world?

**Now send your entries to: FLY FLY AWAY, SegaPro, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF. Good luck!**

# MiG-29 FIGHTER PILOT

WIN!

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## FLYING HIGH

*Mig 29* is one of the best flight sims to ever grace the Mega Drive. With five hair raising missions to complete, it offers challenge as well as action-packed gameplay. Take charge of a Mig-29 fighter and blast down anyone that gets in your way. Now, if that doesn't sound like fun, I don't know what does! If you want to buy *Mig 29*, it's on sale in all good computer games outlets for the standard £39.99. For more information, telephone Domark on (081) 7802222.



# console plus

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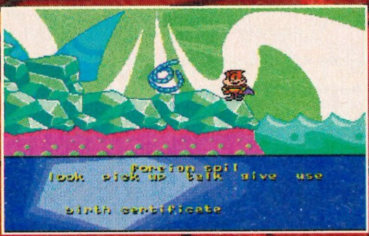
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REVIEW

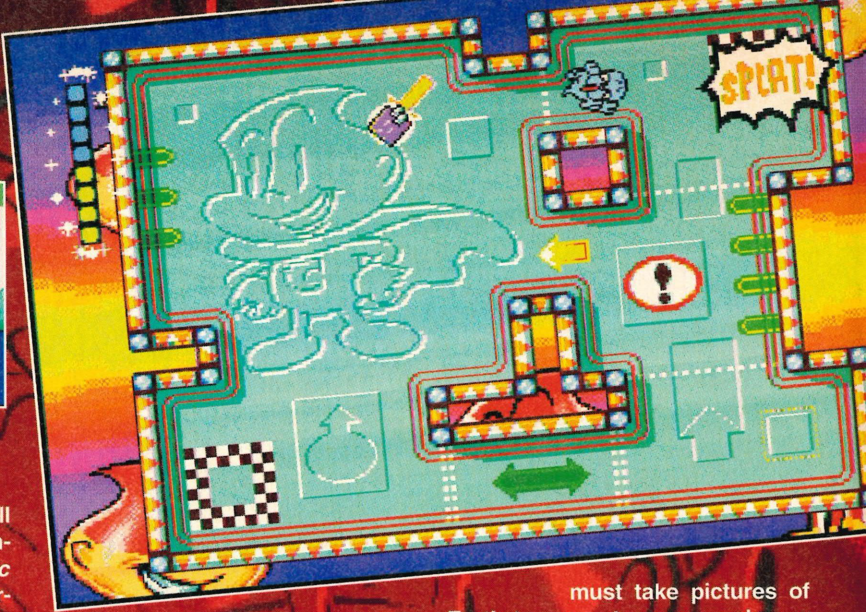
MEGA DRIVE

Cosmic Spacehead is the galaxy's most seasoned traveller. After discovering the existence of Earth, he zipped back to his native planet, Linoleum, to break the news. Unfortunately, he forgot to take any proof with him that the Earth exists, so no one believes him. Travellers like Cosmic rely on discovering new planets to earn money, so this leaves our Linoman a bit strapped for cash. His only option is to return to Earth and photograph the planet.

Now, this wouldn't be a problem if Cosmic wasn't so, er, skint. All he has to his name is one Linodollar, which, let's face it, isn't going to go very far in this day and age. So, how is he going to turn himself from a penniless traveller into a renowned hero? Join his adventure to find out!



To ignite the missile, you'll have to collect a fuse wire, a match, some gunpowder and a missile targetting device.




Codemasters are well known for producing non-violent games and *Cosmic Spacehead* sums up perfectly what the company is all about. The adventure claims to be totally interactive with much of the emphasis placed on problem solving. RPGs such as *Shining Force* and *Warriors of the Eternal Sun* may allow you to interact with certain characters, but there's certainly never been a completely interactive adventure on the Mega Drive before.

Cosmic's quest begins in Old Lino Town. He must prove that Earth exists, but with no money or souvenirs, this is proving very difficult. It's here that your first taste of interaction comes. By moving the cursor around the screen, you can make Cosmic walk to different areas of the town. If you want to look at an object, you merely place the cursor over it and select LOOK from the menu. Manipulating objects is generally very simple as the programmers have chosen to use a standard point-and-click interface.

The adventure has many sub-goals, but your ultimate aim is to return to the planet Earth. You must take pictures of Earth to prove to your employers that you visited the planet. A short term goal is to gather the necessary documents to leave the planet Linoleum. By accessing a map, you'll see that the planet is fairly large, although getting to some areas will take copious amounts of brain strain!

Although this is an adventure, a large amount of inter-stage action revolves around platform games. These give the player a well-deserved break from solving puzzles, but they offer little in the way of challenge. However, the aim of the level is to collect as many Cosmic sweets as possible without getting hit by enemies. If ten sweets are collected, Cosmic gets an extra life! Arcade sections usually appear before you're either about to discover something vital to your progress or a password. This is

**PROTIP**



If you get stuck, try moving about in the teleporters. When you exit some of them, they will give you the item you were looking for.






Astronomers estimate that there are over 100 million comets revolving around the sun.

## I WANT A SECOND OPINION

Puzzle adventures often tend to drag on with little variety and too much emphasis on routes and text. Cosmic Spacehead is a welcome change with a variety of gameplay modes and a simple, easy-to-use command menu.

The cartoon backgrounds and space-aged characters mix so well together with a high level of detail used to create each of the interactive objects. The structure of the game has been so well thought out with a solid storyline and a host of space-aged objects that anyone can relate to. The only fault I can pick out is the slow change between screens.

**MARK**

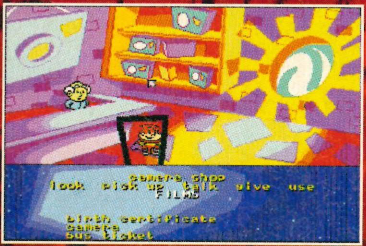


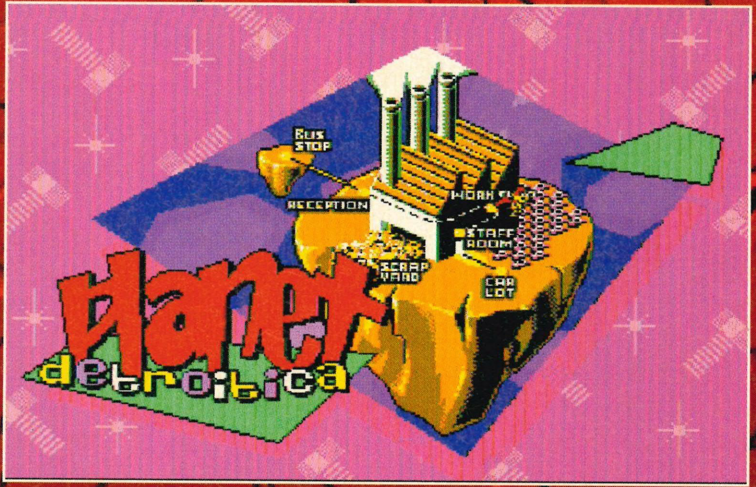

where the Codies last release, *Fantastic Dizzy* was lacking.

In addition to Cosmic's adventure, you can also play a game called Pie Splat. This is a two-player game, where the idea is to throw as much cream pie at your opponent as possible. While it sounds fun, the game is totally pointless. It's boring, the graphics are a bit naff and it seems to be suited more to a sub-game rather than an alternative playing mode.




I think that this is supposed to be a kind of miiature version of Micro Machines. It's good fun, but the controls are quite fiddly at first. Pie Splat, the sub game, is also very similar to this, only it's not as much fun.



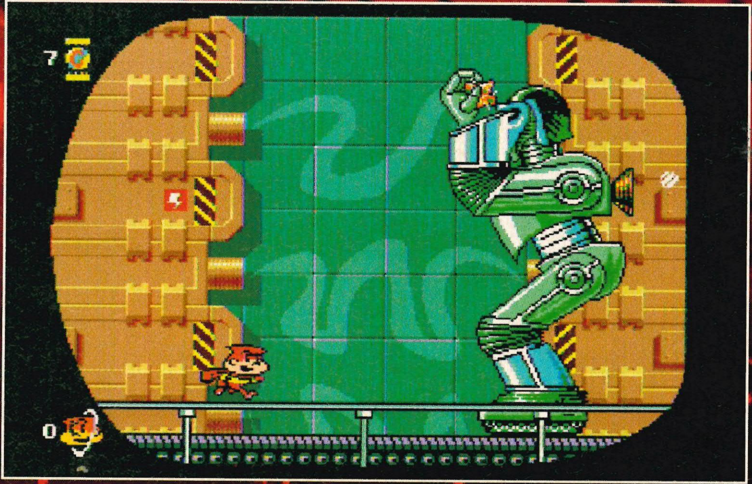




Afdter you've managed to get a bus ticket outt of Planet Linoleum, this is where you'll wind up. The planet is inhabited by out of control robots and they don't take too kindly to alien tourists. Watch out!

Graphically, this is by no means revolutionary. The graphics are kept very simple throughout most of the adventure, although there are some wonderfully bizarre backgrounds to stumble across! The release has a Fifties feel and Codemasters maintain that they wanted the game to appear very kitsch. They've certainly achieved that, but I can't help thinking it's a bit of an excuse for simple graphics.

*Cosmic Spacehead* really is a breath of fresh air. Codemasters have managed to corner a piece of the market that few people have dared to enter. Action fans will probably find little of interest here, but this is a game that relies on content rather than plush graphics. A brilliant, kooky adventure that's just begging to be made into a series of games. Please?

● Sam " Far out" Hickman



I'm raving, I'm raving! Cosmic discovers many strange sights on his travels, including a twenty foot raving robot. There's one problem though – how is Cosmic going to get past him?



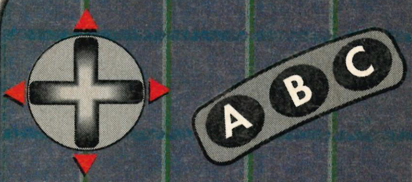

## COSMIC SPACEHEAD

CODEMASTERS ● £39.99 ● OUT NOV

| | |
|---|---|
| CART SIZE | 8Mbit |
| PLAYERS | 2 |
| STAGES | 32 |
| SKILL LEVELS | 1 |
| FEATURES | n/a |

CONTACT

Codemasters ✆ (0926) 814132




S: The D-pad moves the cursor around the screen. Press B to select an action from the menu and C to execute the action. Point the cursor and press C to move the sprite around the screen.

ACTION / STRATEGY

### GRAPHICS 75%

▲ The graphics fit the game well as they carry out the kitsch theme perfectly.

▼ Although they fit the game well, the graphics are simple and don't use the MD's abilities.

### SOUND 79%

▲ Tunes are fairly cheerful throughout and change with every different scene.

▼ Some of the sound effects are rather coarse and crop up time and time again.

### GAMEPLAY 87%

▲ This is a huge adventure with many different styles of gameplay included.

▲ As the emphasis is on completing small tasks, gameplay is totally addictive.

### CHALLENGE 84%

▲ The tasks are split up well, keeping the challenge level high but not too difficult.

▲ The adventure is absolutely huge with hundreds of sub-games to conquer!

## PROSCORE 83%

Another excellent triumph for Codemasters! This adventure manages to be brilliantly original, challenging and great fun all at the same time!



It takes light from Pluto seven hours to reach Earth.

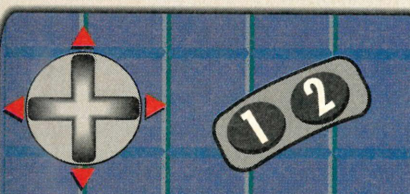





# PGA TOUR GOLF

TENGEN ● £27.99 ● OUT NOW

CART SIZE ......2Mbit
PLAYERS................4
STAGES ...............18
SKILL LEVELS.........3
FEATURES ..........save
CONTACT
Tengen (0604) 790785



Use the D-Pad to move the cursor left and right. Push up or down to select a club. Button 1 brings up the overhead view of each hole and the options screen whilst button 2 controls the power and snap you put into each stroke.

ACTION / STRATEGY

**GRAPHICS 86%**
▲ Each hole is drawn with an accurate and detailed perspective of trees, lakes and bunkers.
▼ Sometimes careless positioning of the power indicator hides the pin from view.

**SOUND 59%**
▲ Thankfully, there's an option to turn the game music off when you want to!
▼ The few sound effects that are here do no justice to the overall atmosphere.

**GAMEPLAY 85%**
▲ Getting the ball into the hole in as few strokes as possible is a lot of fun!
▲ There are plenty of golfing options that give a fair degree of strategic capabilities.

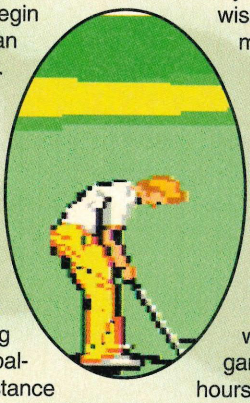
**CHALLENGE 84%**
▲ There are four different courses to play on and get to learn before becoming consistent.
▼ The abscence of a save facility destroys the incentive to progress over long periods.

**PROSCORE 85 %**
It's not a perfect golf sim, but it provides hours of addictive entertainment with many of the diagrams and options putting the world of golf into perspective.

**The PGA Tour is one of golf's major events and every competition draws in the world's top golfers. Now you can make the fairway's your own with the odd eagle, a modest set of birdies and some memorable recovery pars that will lift the crowd and take you that little bit closer to the number one spot.**
**Only excellence can take you to the top of the leader board in golf. With up to $2,000,000 at stake in most tournaments, the world's top players are out and the key to success is often consistency. Can you handle the pressure of a win-it-all putt from the fringe of the green? Have you got the will power to drive a 300+ yard shot over a stretch of water that most golfers can only make in two?**

*PGA Tour Golf* on the GG initially looks great as the opening screens emphasise the PGA challenge very well with statistics on the progress of the world's top golfers and a few pre-tournament options that take you to the driving range and practice greens.

After deciding to enter the tournament solo or with up to three other mates, you can begin your challenge as an amateur or professional. Each hole has a neat overhead illustration of each fairway and it's from here that the tactical game begins. Making a good stroke requires careful judgement on the power and snap indicators with the wind strength putting your success in the balance. There is a distance guide between you and the hole and the range of each club is shown when selected. This gives you a better-than-average chance of hitting the right distance.



The graphics are very clear on the small screen with accurate perspectives of lakes, bunkers, trees and grass densities. Sound effects are very basic with the main tune being typically jolly, but nothing special.

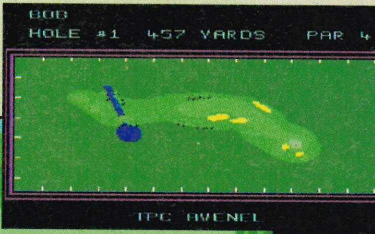
Making each stoke requires concentration and you'll need lots of it if you wish to stay on the tournament leader board. There is a regular statistical update on each player's progress. When you start to appear on the update screens, your achievements are acknowledged and satisfaction is increased.

*PGA Tour Golf* is a worthwhile portable golf game that should provide hours of challenge and enjoyment as there is such a great incentive to learn the strokes and become an expert of consistency.

● **Mark "Caddie" Hill**

**PROTIP** It's often very difficult directing a shot when you can't see the pin, so use the illustrated overhead fairway diagrams to suss out the safest routes.

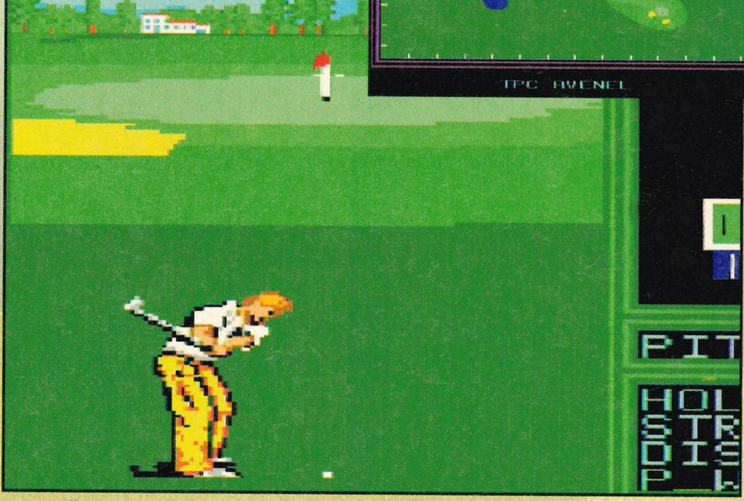






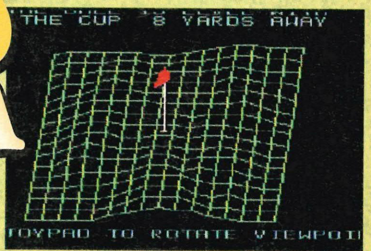


The snap indicator, if used correctly, will prevent the wind blowing your ball to the left or right.



Off the green you have a full choice of clubs to use including a putter. Here a nine iron to the green should be enough set up the next stroke for a birdie with only the wind strength now determining the ball direction.

# PGA TOUR GOLF




The matrix diagram of the putting green is very useful in indicating where the mounds and dips are.

Nigel Mansell once competed as an amateur in an Australian Open Golf championship.

# Race Drivin'™



**Being the co-driver of a rally car can be a heart-stopping experience of lethal cornering and over-the-limit speeds – particularly as the circuits are mostly made up of country farm tracks. Imagine a circuit that has the odd loop-the-loop, an Alton Towers style corkscrew stunt, deathly Indy racing-style banked curves and deadly ramp jumps!**

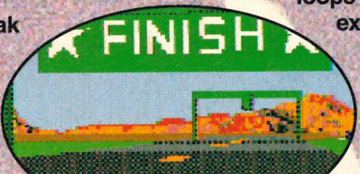
**It would be one hell of a race. So, why not take up the challenge in a polygon fantasy ride where the racers turn a theme park into a grand prix and truckers join the death rides just to liven up the party. It's a race of skill and nerve that can't be dismissed as a simple bomb along the highway because the Phantom racer is out to beat you!**

**PROTIP** On the Super Stunt circuit, approach the spiral loop in the middle of the road, then hold the accelerator down and don't touch the steering to sail through the spiral with ease.



When *Hard Drivin'* was released on the Mega Drive it was praised for its success in creating the same speeds and polygon graphics the arcade version boasted. Indeed, it was a worthy driving simulator that required careful steering and some close attention on cornering and braking.

The rather weak sequel title of *Race Drivin'* should not be underestimated as the challenges are just as hard and you must still aim to qualify in practise before going head-to-head in a race with the Phantom racer. The differences come in the game content. There are now three additional tracks in which to race – including a custom circuit where you can design your own circuit of death! To add to this, you have a choice of three cars for racing and performing new and exciting stunts.





*Race Drivin'* uses the same gameplay features as its original. The polygon graphics and realistic car control methods are used to create a racing scenario comprising ramps, banked curves, loops and spirals. The external track features are typically American with yellow road signs, ranch type buildings and gas stations.

Your objective from the start post of each track is to clock up a time that's good enough to enable you to challenge the Phantom racer. Controlling the car takes time to get to grips with at first as the steering works similar to that of real driving and not of most console racers. Careful brake control is vital for the hairpin bends and you'll need to approach most obstacles at high speed! The key is patience: trial and error will be a high contributor to your overall success.

The perspective is accurate in respect of speed and sense of depth, but when you step on the gas, the graphics tend to flicker, resulting in jerky action. This isn't a major flaw, but it can cause a few problems when you're desperately following the circuit over blind ridges and along an aftermath of twists and turns. Nevertheless, the chaotic action should sharpen your reactions. The various soundtracks are fairly dry and old, but the sound effects





**I WANT A SECOND OPINION**

The presentation of *Race Drivin'* is very similar to the original, so it has pretty strange controls and simple graphics. The control method is often dismissed as inadequate, but it is very realistic and after a few burns around the original track you should be able to keep away from the off road barriers.

With the added custom track builder and two additional courses, the only aspect that is lacking is the omission of a two-player mode. Still, this is a classic arcade game which looks as though it's going to find its way into many games players' collections.

**JASON**



The Automobile Industry is the second major manufacturing industry of the USA.







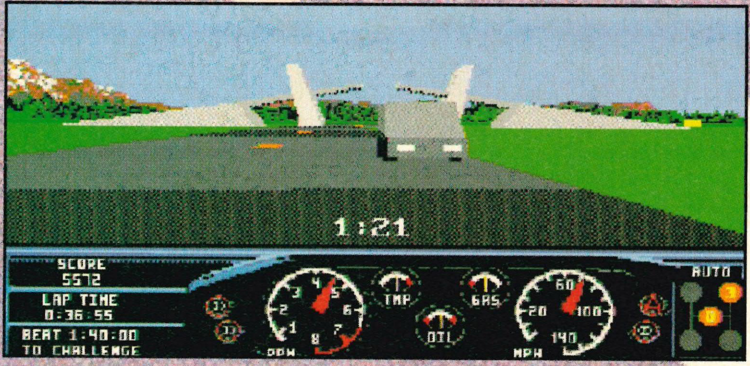
The instant replay will give you an accurate overhead action sequence of your accident and here you can see for yourself how timing and approach speeds must be precise to make a jump such as this.

enhance the feeling of speed and crash sequences.

The content has been expanded upon, although the new features fail to reveal any improvement in the circuit design and obstacles. Okay, you have three different cars available to suit the different tracks, but it's a shame there are not many different types of obstacles. When you race the Phantom, it is disappointing as it's just a race between the two of you with no other competitors.

The overhead instant replays of crashes can be fun to watch and the circuit design can provide you with more hours of fun. After a while, though, the racing becomes too repetitive with the same Phantom becoming a tiresome challenger. If you enjoyed the original, this is certainly worth a look, but if you're more a fan of the standard flat racing grand prix sims then this may prove a little frustrating as the gameplay is focused on speed and glamour rather than a wheel-to-wheel race against lots of other cars.

● **Mark "roadie" Hill**




Now what on earth is a ten tonne lorry doing on a track designed for sports cars? And secondly, why is it travelling in the opposite direction? I guess that's the beauty of racing on dusty American roads. Mind you, how this guy can jump that bridge in the distance is beyond me!



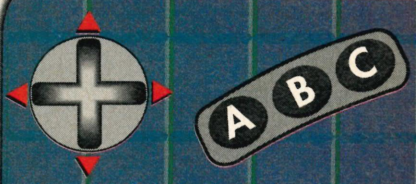




## RACE DRIVIN'

TENGEN ● £39.99 ● OUT NOV

**CART SIZE** ......4Mbit
**PLAYERS**................1
**STAGES**...................4
**SKILL LEVELS**..........3
**FEATURES**...........none
**CONTACT**
Tengen ✆ (0604) 790785




Press A to accelerate and B to brake. Button C will shift the gears when you select a manual gear box. The D-Pad steers your car left and right.

ACTION
STRATEGY

### GRAPHICS 82%

▲ The polygon graphics create the kind of circuits you could only dream of racing on!
▼ At high speeds, the graphics become too jerky and deceptively out of perspective.

### SOUND 79%

▲ The high speeds and realism are captured by very realistic engine sounds.
▼ The different tunes offer nothing special and are unsuited to racing of this calibre.

### GAMEPLAY 82%

▲ The many different stunts are fun to try out and give a different slant on racing action!
▼ There is nothing new about the concept of this racer to the original *Hard Drivin'*

### CHALLENGE 72%

▲ Completing each circuit without crashing in an unbeatable time is a huge challenge!
▼ The race lacks the competitive edge with no two-player option and only one opponent.

## PROSCORE 80%

Lots of fun trying out each stunt to begin with, but when all the circuits are sussed out, you'll begin to notice the absence of true racing competition.




# COSMIC SPACEHEAD

**GAME GEAR**



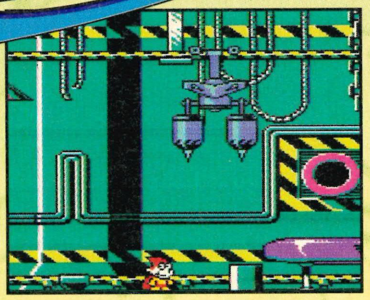

## COSMIC SPACEHEAD

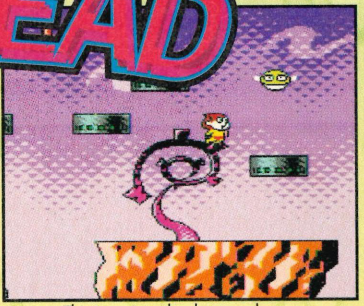
CODEMASTERS ● £27.99 ● OUT NOV-

**CART SIZE** ......4Mbit
**PLAYERS**................1
**STAGES** ...............32
**SKILL LEVELS**.........1
**FEATURES**.....Password
**CONTACT**
Codemasters © (0926) 814132

**Cosmic Spacehead's job is to travel the galaxy, discovering new planets and collecting tourist souvenirs. He's just returned from his most successful mission ever, but he's unfortunately forgotten to bring evidence of life back to his home planet, Linoleum. This means that his fellow countrymen don't believe that the new planet, Earth, exists. However much Cosmic pleads with his colleagues, there's no way that they're going to believe his story. What they want to see is some hard evidence.**

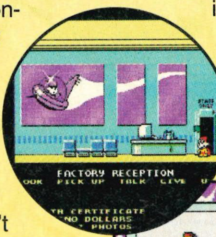
**Cosmic has to return to Earth to take pictures and collect trinkets. However, there is one slight problem. He only gets paid if he discovers a new planet. So, with no money and zilch street cred, how is he going to make the most important discovery of the century?**





This is an inter-level stage where Cosmic must collect sweets. If he collects ten, he'll get an extra life!

If you ever speak to a Game Gear owner they'll probably tell you that what the console lacks is a decent strategy. *Shining Force* is on the way, other developers promise great things for the Game Gear, but nothing has surfaced so far. *Cosmic Spacehead* isn't an RPG, but it does offer the Game Gear owner something very different. Cosmic's world aims to be completely interactive and the adventure is based around a set of intriguing puzzles.

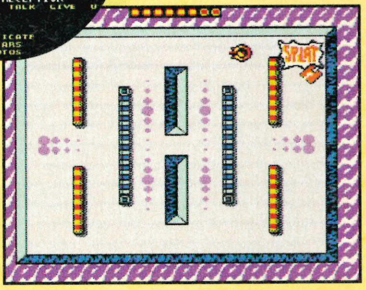



He begins his quest with not a bean to his name. Before he can leave the planet Linoleum and make his way to Earth, he has to collect money, a driving licence and a bus ticket. These can all be found in various parts of the planet, although getting to these locations is often a struggle in itself. Cosmic can pick up items which can be used to tackle various obstacles, including getting to seemingly unreachable destinations. Just to make things slightly more difficult, arcade sub-levels are included, although these are relatively simple to complete.

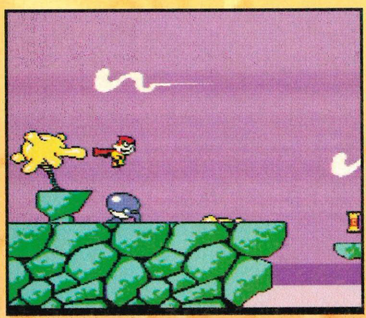
*Cosmic Spacehead* doesn't offer any spectacular visuals – the graphics aren't even as polished as Codemasters' previous release, *Fantastic Dizzy*. However, they're well above average and suit the game perfectly. Again, the sound could have been improved, but when did sound ever make a hand held title great? Anyway, the gameplay is so addictive and involving that any rough graphics pass by almost unnoticed.

*Cosmic Spacehead* aims to give Game Gear owners, tired of the same old platformers, something different. It certainly is different, but it's also a whole lot more. It's one of the most original games to appear and has dished up one of the best adventures of the year.

● **Sam "Rainbow" Hickman**



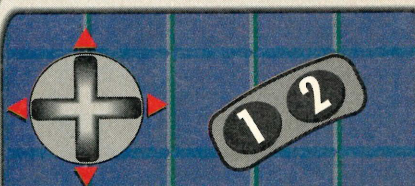

This game is similar in design to *Micro Machines* although it's not half as interesting!



Cosmic can't actually kill anything in these levels. To get to the end, he just has to avoid all enemies.

**PROTIP** Feeling the pinch? If you have a gamble on the fruit machine next to Lino Town you could win 50 Linodollars!





**ADVENTURE SECTIONS: The D-pad moves the cursor around the screen, button 1 chooses an item from the menu and button 2 executes the action. ARCADE SECTIONS: The D-pad moves the sprite around the screen and C allows Cosmic to jump.**

**ACTION**
**STRATEGY**

## GRAPHICS 80%
▲ All the graphics carry a Fifties feel, but manage to be very different in each stage.
▲ The graphics are generally not repeated in any of the levels, which is a triumph!

## SOUND 80%
▲ Bleepy tunes suit the them of this adventure perfectly and there are plenty of them too!
▼ The spot effects are a little poor, but there aren't too many for it to noticeably show.

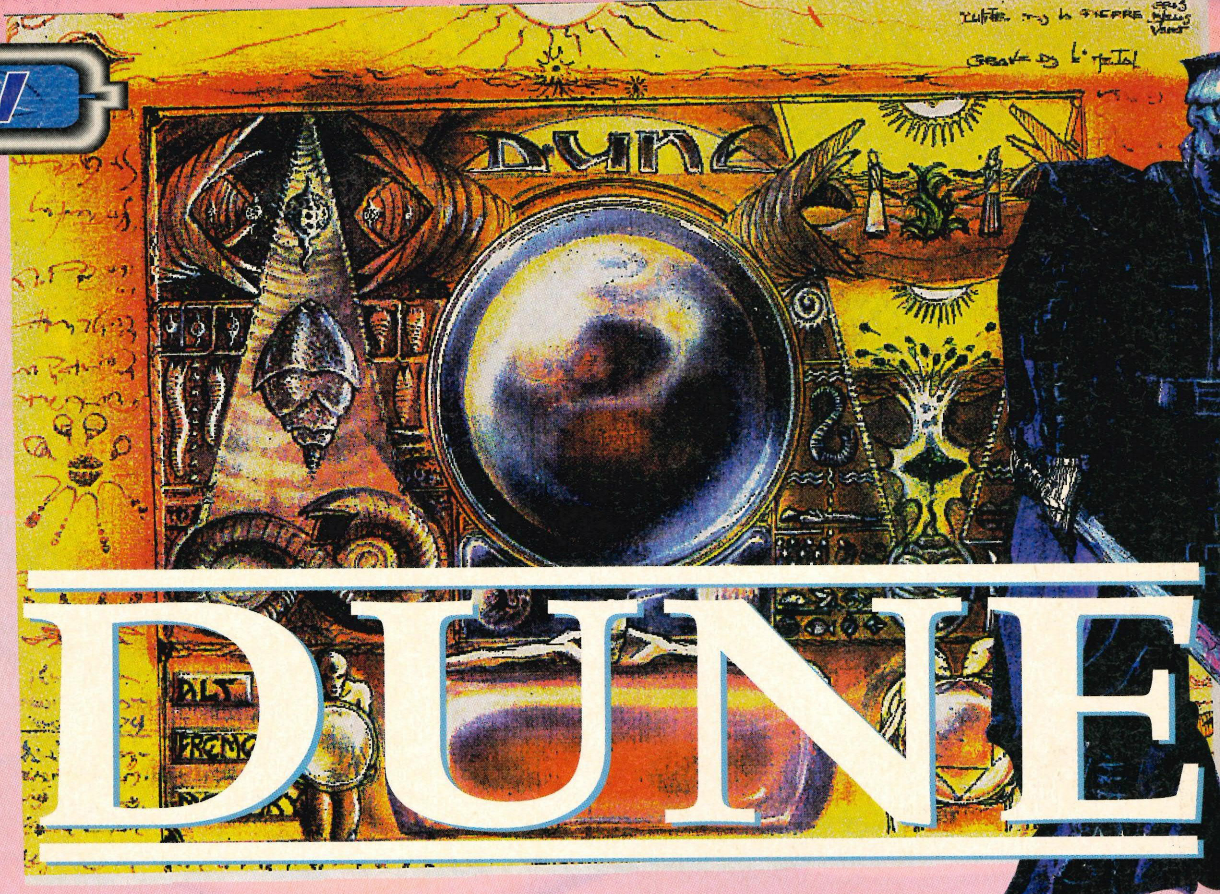
## GAMEPLAY 88%
▲ Something to suit most people, as there are many different gameplay styles.
▲ Makes a refreshing change from the usual platformers that hit the Game Gear.

## CHALLENGE 85%
▲ The puzzles start off simple enough, but you'll become stuck now and again.
▲ Most of the puzzles aren't impossible and just add to the adventure's addictiveness.

## PROSCORE 85%
**While the graphics are nothing special, the gameplay is absolutely brilliant! Try it if you're fed up with unimaginative platformers – you'll be pleasantly surprised!**

The Crab Nebula, a giant cloud of gas, has been spreading at over 1,100km per second for over 5,000 years.

# DUNE



**Paul Atreides and his family have been sent to the desert planet of Arrakis, otherwise known as Dune. The Emperor of their home planet, Caladen, wants them to mine for the most valuable substance in their universe, the Spice melange. Spice expands consciousness to allow space travel. For this reason the Harkonnens, who monopolise Spice production, must be removed from power.**

**The dream of all Fremen, the tribal inhabitants of Dune, is to give their planet the slightest chance of having an ecological life. They sense that Paul Atreides could be the one to lead them into a prosperous future, but a powerful army and equally strong leader will be needed to take control of the planet. Our story begins in a palace south of the Harkonnen settlements...**

Already available on the Amiga, PC and most recently the PC CD-ROM, *Dune* is firmly established in the home computer game's market as one of the best pieces of software ever. This could be the re-birth the Mega-CD is looking for and Virgin Interactive Entertainment tries to 'worm' their way onto the silver disc with what they believe to be a sure-fire hit.

*Dune* is an ideal release for newcomers to the Mega-CD as it carefully introduces arcade fiends into the rudiments of strategy. If you're a particular platform adventure or shoot-'em-up fan, the thought of spending days on a strategy may prove daunting – *Dune* bridges the gap by using simple gameplay and an easy to follow storyline.

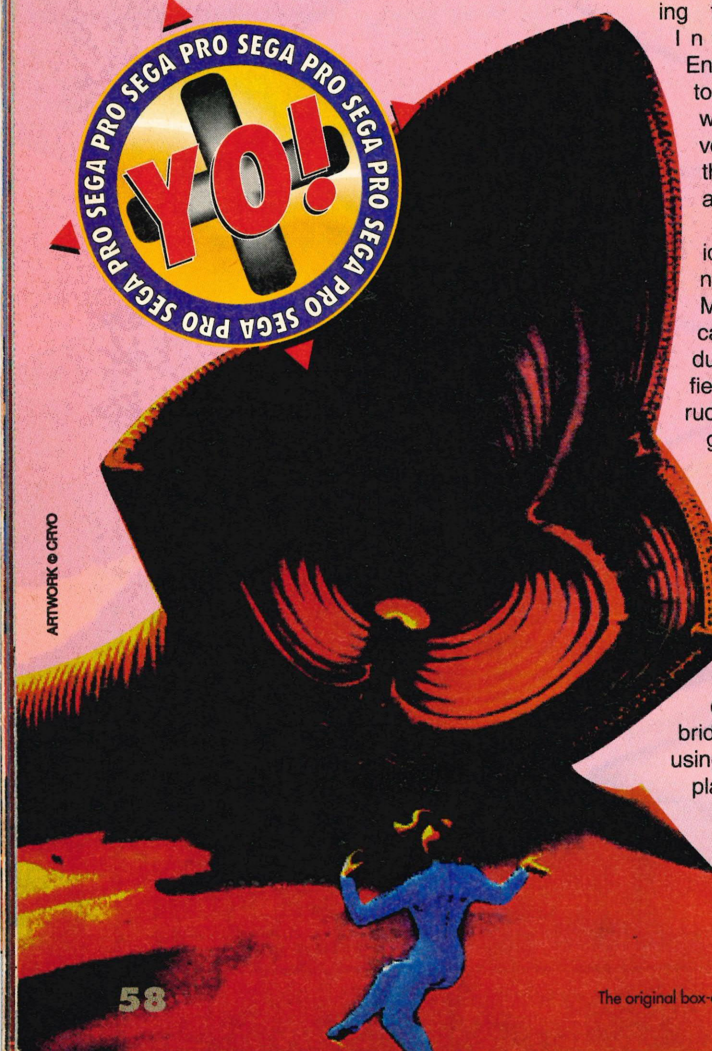
Emperor




This is one of the many Fremen population just waiting to be put to work, mining the Spice Melange or building an army. You can talk to him and find out information about what's happening in their Seitch and how well motivated everyone is.

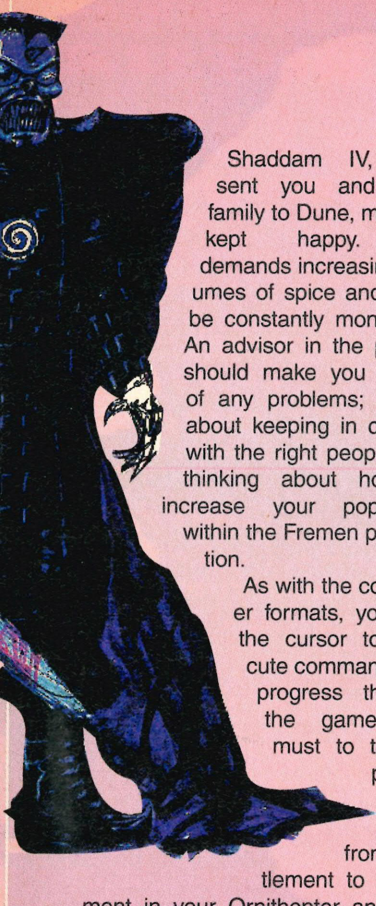



Your mother, Jessica, is not a lot of use to you in the early stages, but she may reveal one or two secrets later on. However, she does look after you and would probably change your socks if you asked her nicely.



ARTWORK © CRYO

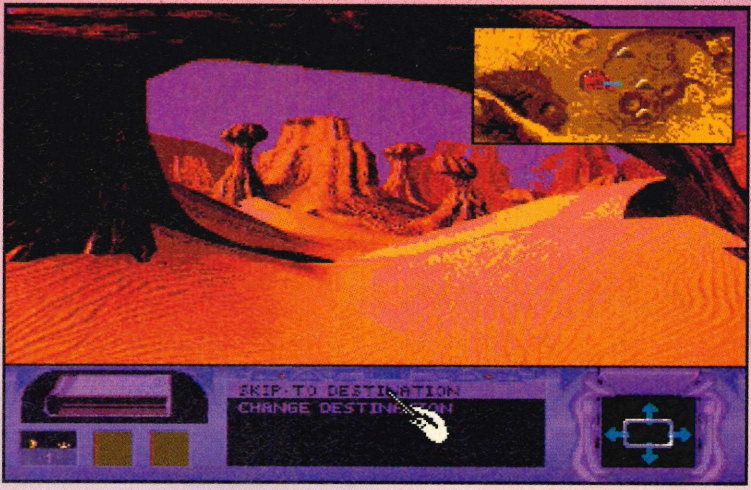
The original box-office movie was directed by David Lynch and released eight years ago.



Shaddam IV, who sent you and your family to Dune, must be kept happy. He demands increasing volumes of spice and must be constantly monitored. An advisor in the palace should make you aware of any problems; it's all about keeping in contact with the right people and thinking about how to increase your popularity within the Fremen population.

As with the computer formats, you use the cursor to execute commands. To progress through the game you must to talk to people, fly from settlement to settlement in your Ornithopter and use careful judgement when talking to Fremen leaders. You're able to carry up to two passengers in the Ornithopter – some more helpful than others.

An endless list of options, maps and charts has been included. The most useful of these is a RAM save which allows you to return to a previous position on the game. There is also a storybook that tells you everything you need to know about the planet, which is helpfully mapped to the finest detail, and its inhabitants.




Should you be feeling a little confused about how to go about conquering Dune, why not fly around the desert planet for a while. Other than being pretty to look at this sequence has very little use until your Fremen workforce is at its strongest.




The blue map in the top-right corner is a plan of the palace. When you first begin your mission you won't be able to enter each of the rooms. The further you play into the game, the bigger the playing area becomes as the plot thickens with even more taxing puzzles.

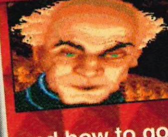
The flight sequence between each settlement demonstrates the Mega-CD's powerful rendering capabilities. As you're flying across endless sand dunes the horizon, smoothly transforming, sweeps towards you using exceptional shading and colouring techniques. When the entrance to a settlement comes into view you are taken in for a smooth landing. You can even control the craft in three directions and fly across Dune to study the settlements.

Several original sound tracks from the movie have been included. They are constantly playing in the background and the volume of both the music and speech can be altered. When you click on a character's icon or ask a question, they reply with synchronised speech. Everything that is said appears in sub-titles along with the actor's voices. They are clear and easy to listen to, but the occasional lack of emotion seems unnatural.

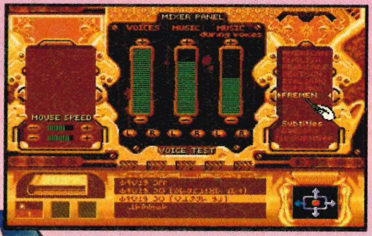
*Dune* is the first strategic Mega-CD game that really is worth buying. It's obvious that a huge amount of work has gone into its production and it uses the hardware to its limits. I can recommend *Dune* to anyone with a Mega-CD, but if you're in two minds about buying the expensive hardware, this is the game that could swing you into parting with your cash.

● Jason "sunstroke" Johnson

## PROTIP



Talking to everyone is the best way of finding out what you must do and how to go about doing it. Take Gurny Hallack along with you, he's a wise old man who will give you all the help you'll need.



Use the mixer panel to change the volumes of the voices and the language the characters speak.

## I WANT A SECOND OPINION

After giving *Sonic CD* 90% I felt it was the best CD game to date. After playing *Dune CD* I still stick to my comment although Dune is certainly another step in the right direction as far as the Mega-CD goes.

I don't agree that this adventure rates in the 90s because I feel there could have been more animation sequences and a greater choice of commands on each screen. I personally found it a little boring to start with and though later stages offer more variety, I found little incentive to progress. However, If you like long strategic adventures then this is certainly worth a look.

MARK

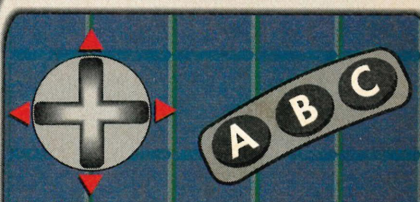



## DUNE

VIRGIN ● £44.99 ● OUT NOV

| | |
|---|---|
| CD ACCESS | fast |
| PLAYERS | 1 |
| STAGES | n/a |
| SKILL LEVELS | 1 |
| FEATURES | save |
| CONTACT | |

Virgin ✆ (081) 9602255



The D-Pad is used to move a cursor around the screen to give orders, select a character to talk to or change the direction of the Ornithopter. C activates a command as you move the cursor to the required command.

ACTION — STRATEGY

### GRAPHICS 95%

▲ The fantastic rendered flight sequences make *Dune* a delight to watch.
▲ Hundreds of different screens where both stills and animated sequences are used.

### SOUND 92%

▲ The background music is simply brilliant, creating a totally ambient atmosphere.
▼ Speech like you have never heard before, but a limited number of voices have been used.

### GAMEPLAY 89%

▲ Simple cursor movement with a huge amount of options available gives you complete control.
▼ There is a repetitive style to the gameplay that will not appeal to everyone.

### CHALLENGE 92%

▲ An ideal difficulty setting should help inexperienced strategy games players.
▲ If you have ever wanted to role-play a heroic character this is the game to do it with.

## PROSCORE 92%

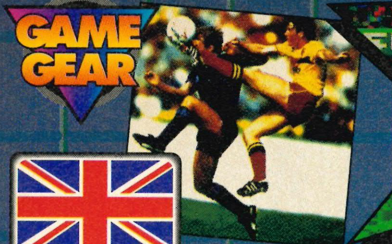
Superb graphics, inspiring sound and a challenging style of gameplay that will keep you playing from dawn to dusk. The best Mega-CD release this year!



Sand is a loose material consisting of rock or mineral grains between 0.2 and 2 mm in diameter.



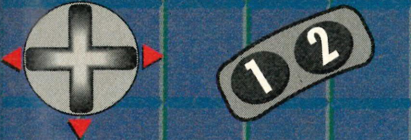
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**CART SIZE** ......2Mbit
**PLAYERS**...............2
**STAGES** ............10+
**SKILL LEVELS**.........4
**FEATURES** ......save, vs
**CONTACT**
Sega © (071) 3733000



The D-Pad moves your players around the screen in the normal eight directions. Buttons one and two kick the ball: the longer you hold the button down, the further the ball will travel. Use the D-Pad to add swerve to the ball as an after-touch control.

ACTION / STRATEGY

**GRAPHICS** 70%
▲ The overall conversion from the Master System game is graphically very accurate.
▼ During play graphics become an eye-straining blur as tiny sprites chase an even tinier ball.

**SOUND** 68%
▲ The roar of the crowd adds to the atmosphere as you go in for a goal.
▼ Although very well suited, the background tune tends to wear a bit thin.

**GAMEPLAY** 75%
▲ A superb after touch facility lets you swing the ball into the top corners.
▼ Controlling your players is often bland and awkward at the best of times.

**CHALLENGE** 80%
▲ With so many teams and a league, there's literally everything you could wish for.
▼ It's a little too difficult to start with an unfriendly learning curve to contend with.

**PROSCORE**
**78%**
Not the best footy game available, but it's a worthy contender for the most options ever! Fast, furious and well worth a look if you enjoy football sims.





Following-up with a Game Gear version of the disappointing Mega Drive game, *Ultimate Soccer* has certainly done the rounds. The recently reviewed *Tengen World Cup Soccer* failed to match up to *Super Kick-Off*, despite being one of the most playable footy games. So, let's see if this is, excuse the pun, the 'ultimate' GG footy sim to date.

Well, for starters, it has been concisely put together to offer the most substantial selection of options and teams ever seen. You are given the choice of playing a friendly against the CPU or human opponent (via the GG Link), the Ultimate Cup, League or practise a Penalty shootout. Options include the standard weather and formation selects, but you can be particularly vindictive and toggle the professional foul as a red card offence.

A substantial listing of International teams allows you to pick and choose how good the opposition will play. This is ideal when you first start to play. Despite the numerous options and team tactics, it's far from the most playable football game. The playability improves as the control method becomes easier, but there is too much in the way of luck involved and there's never an authentic feel.

The intro screens and general presentation are very impressive. The pitch view and scrolling should have been altered as it's not particularly impressive. Sometimes, you'll find yourself running towards the goal faster than the pitch is scrolling which is a poor, undetected bug and, sadly, the sprites are eye-strainingly small.

If you are a football fan and have had enough of *Kick-Off*, this is currently the next best thing on the market. Future releases (including *GG J League ProStriker*) are building up steam and it's worth waiting with Christmas just around the corner.

● Jason "Rage on" Johnson

**PROTIP** Stay away from the big league teams such as Brazil and England until you're able to score goals from any angle, else you'll probably be hammered into the ground.

**The roar of the crowd fills a multi-coloured stadium as the teams walk onto the pitch. This is the final round of the Ultimate Cup and after a long and difficult struggle through the early rounds, England has made it. Of course, this is pure fiction as we all know England couldn't even reach the cup finals in a month of Sundays, could we Graham!**

**The referee blows his whistle and kick-off. The action is non-stop as one minute the reds are on the attack, and then the blues are causing havoc in the opposition's penalty area. Professional fouls, team tactics and a havoc-causing crowd make football the great game that it is and you know you'll never walk alone. Ere we go, ere we go...**



Look carefully and you should just be able to pick out the players in the goal mouth. In the middle, there is a scramble and the goalie is trying his darn hardest to prevent his team from conceding more goals.




Liverpool, a sure bet for the title, are 8-1 on to win this year's Premier League.



# GOD



**Anyone who excepts a challenge from the gods must be daring and brave. You have chosen to come forward and test your skill and strength in a city so legendary its name alone strikes fear into anyone who hears of it. Built by the gods, this city comprises great temples, hidden underworlds, fiendish labyrinths and soaring towers.**

**You face the challenge of conquering a city stolen from the gods by the dark forces. You will fight against the adobe of nightmare hosts, the dwelling of fearsome killers and the dominion of four great guardians. You must hope you know how best to use the weapons that are to be found. Your overall objective is simple, you wish to become one of the fickle masters of the human race. You wish to become one of the gods.**



Taking up the role of a classical hero, your objective is to become a god by battling your way through four huge levels that make up the evil city. You'll need explore, fight and experiment with levers and switches to gain access to new areas and to help you through the adventure, there are loads of pick-ups to collect.

The adventure starts in the city and continues through a temple, a labyrinth and, finally, the underworld. To aid your quest you are originally granted three lives, a huge choice of weaponry and a selection of potions and keys. As well as defeating the chaotic hordes of monsters that you'll encounter, you'll need to find various keys to open doors and treasure chests. There are many switches dotted around the levels that need to be flicked in certain combinations so a trap door or platform will appear at some other reachable location on the level. This is very irritating and trial and error plays a big part in sorting these out.



The inventory panel allows you to carry three objects at one time and the message scroll is there to give you vital hints and clues. It often reads something like, 'To open this door, you'll need to collect the gold key'. The advice is useful, but you'll still be confused until a switch combination is worked out through trial and error. Any problems you have can be minimised by looking at the bank account status. If you have loads of money, you can buy tasty weapons and potions that'll see off the plain monsters and make the guardian battles easier.

The main character can be awkward to control; when you want to



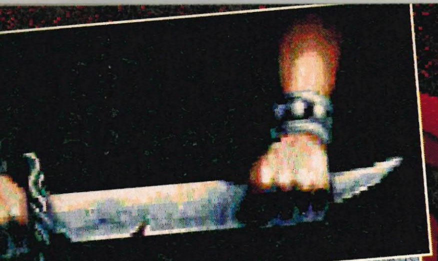
On the final level you have come across a room revealing loads of hidden bonuses. The potions and weapons, seen above, should be used for particular situations, so not only must you use preserve them for later parts of the game, but also learn what they do.





On the first level your main aim is to flick the switches to open the doors. As you can see, there are a fair few enemies you'll encounter so it's certain you'll need to find the bonuses to stand a chance of surviving.
Enemies have their own behaviour patterns; some will help you whilst others are more devious and attack at will. You'll need to use luck, skill and strategy to progress.

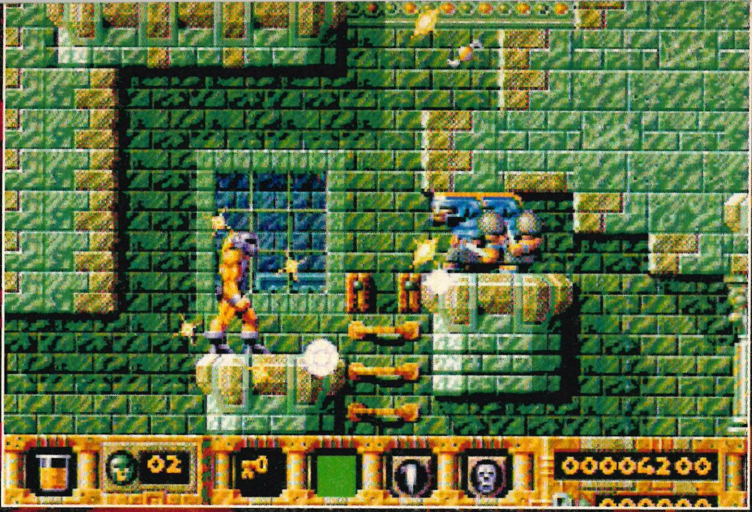
A god is described as one eternal, all-powerful, all-knowing, omnipresent, self-existent, unchangeable, perfectly good, holy and true person.





jump onto ladders and shoot the enemies quickly the joypad responses seem to be a touch too slow for comfort. His body frame is drawn to good effect as the detail brings out an alien shaped head with an out-of-proportion body which looks really smart! He moves with an old-age style stutter which emphasises the warrior image well.

The enemy sprites come in all kinds of strange shapes and forms, but there is little variety in their movement patterns. The 'Thief' will attempt to steal objects from you whilst the 'Fliers' will prove to be elusive creatures who attempt to avoid all your shots.



Most of quest requires learning the routes and working out which switches trigger which doors. However, the many networks of ladders can also prove to be frustrating as it's very easy to miss the rungs and fall to the ground; thus losing energy.



Graphics are very impressive to view with a typically medieval style of background brickwork throughout the adventure. The icons are clearly illustrated and the guardians are graced with fine detail. Sound works well with a suitably soft tune and nice touches in its sound effects, such as the creaking doors and the flick of the switches.

*Gods* can be fun to play if you are patient and enjoy a good puzzler. There is nothing too original, although it is satisfying working out all the clues. When we reviewed *Gods* on import, last year, it received a ProYo!, but since then better games have been released.

● Mark "key master" Hill



Often the enemies will keep appearing in numbers until you've defeated a whole army!



At the end of each level, you can use some credits to purchase the best weapons in the shop.

## I WANT A SECOND OPINION

When *Gods* came out on import, nearly a year ago, it received rave reviews from just about everyone. Unfortunately, Sega refused to release the game officially and caused a storm in the process. However, one year later, the game looks very dated. The animation is poor, the gameplay is monotonous and the graphics are very unimaginative. The puzzle elements offer some challenge, but it's not exactly innovative Honestly, you would think that programmers would have learned their lesson by now. With games like *Flashback* and *Another World* on the market, this will certainly have difficulty in grabbing games players' attention.

SAM



MEGA DRIVE

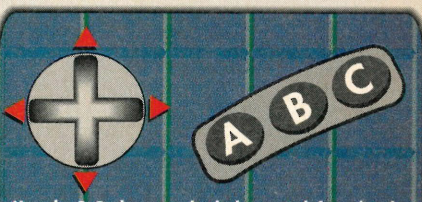


## GODS

ACCOLADE ● £27.99 ● OUT NOW

CART SIZE ......8Mbit
PLAYERS ..............1
STAGES ...............4
SKILL LEVELS.........1
FEATURES .....password
CONTACT

Accolade © (081) 8770880



Use the D-Pad to crouch, duck, move left and right and face forward to flick a switch. Push A to fire a weapon and push B with the D-Pad to jump left, right or upwards. Press Start to pause the action.

ACTION / STRATEGY

**GRAPHICS 82%**

▲ The backgrounds are so smooth, detailed and painted with a medieval theme.
▼ There is a limited number of animated moves you can perform in the adventure.

**SOUND 85%**

▲ The sound effects, such as creaking doors and flicking switches, are realistic.
▲ The typically sharp and hollow music is well suited to a stone-built scenario.

**GAMEPLAY 79%**

▲ It can be very satisfying working out how to find new locations and bonuses.
▼ Flicking switches the whole time can become very tiresome if you have no patience!

**CHALLENGE 82%**

▲ It will take you some time to work out all the little component puzzles.
▼ Unfortunately, there are only four different scenarios during the whole game.

## PROSCORE 81%

This is certainly a very playable game although there is no evidence of new and entertaining ideas. If you like puzzlers then it's worth a look.

# WIN!

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# CHUCK'S GOODIES

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WIN!

It's not often that the chance to win a free game comes along, especially not for every console owner! *Chuck Rock 2* has only just been released into the shops, so you could be among one of the first owners of this excellent adventure. Just answer the simple questions below and if you're lucky, you could find a cart in the post very, very soon!

1) What was Chuck's first adventure called?
2) Who kidnapped Chuck Rock?
3) Can Baby Chuck throw rocks at enemies too?

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Entries by 5 November 1993. Don't forget to mark your entry with the name of the console you own.

**CHUCK ROCK 2**

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**After Cosmic had discovered Earth, he returned to his home planet hoping to relate his adventure. Sadly, the people of Linoleum would not listen to him – simply because he had no evidence of his visit. So, poor Cosmic is now in a dilemma; he's lost his potential hero's welcome, the only evidence of the planet Earth is stored in his head and the only way he can justify his new discovery is to make the long journey back.**

**You must take on the responsibility of finding Earth and making sure you take enough snaps to prove you've found the new planet. The journey ahead takes you through three planet worlds, where the key to success is in the interactive backgrounds and characters you'll meet. Are you ready to become the next space-aged Columbus?**




**PROTIP**



To launch the missile on the first planet, you'll need to make sure you've collected the match, the fuse wire, the gunpowder and the targeting device.

*Cosmic Spacehead* is an interactive adventure where you play the part of Cosmic – a Linoleumnian on a mission. The structure of the adventure is very much like Dizzy in that the backgrounds are presented in a simple, yet colourful, cartoon format and the sprites are presented in a non-violent fashion.

Throughout the adventure, you'll come across many bizarre locations. You'll start in Linoleum, travel to Detroitica – a vehicle factory, and end up at a space station. Each destination is divided into smaller play areas where Cosmic can manipulate and use objects to aid his quest.

There is a map for each planet and the overall scenario comprises a space-aged Earth with futuristic shops, fruit machines, teleporters and secret tunnels.

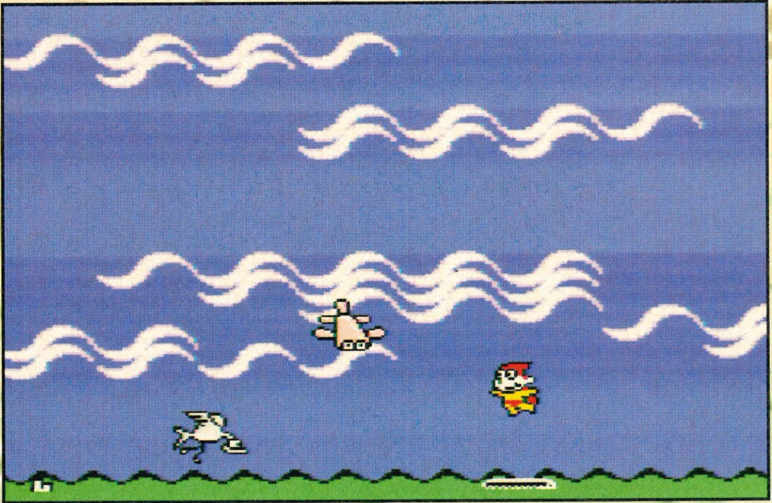
During the interactive screens, you must guide Cosmic by using an arrow. As you move the arrow around the objects you'll see them highlighted in the panel and from here you can command Cosmic to pick up, use, give, look or talk.

Codemasters have, unsurprisingly, come up trumps in creating a well-constructed arcade puzzler that contains clever and addictive gameplay. Putting the command screens aside, there are 32 arcade oriented sub-games. Most of these are structured in a platform-style where you guide Cosmic through enemies by jumping from platform to platform. If 10 credits are collected on these stages, you are rewarded with an extra life. Some sub-games are more important, such as the astro-car race in which you must power to victory to get that all-important bus ticket to the next planet.

Not only have Codemasters demanded that skill is required to progress, but luck also plays a factor, with items such as the fruit machine where Cosmic's initial Linodollar can be gambled against a jackpot of 50 Linodollars!

The graphics for the MS are perfect in every way. Sprites move smoothly and there are many that you'll encounter. The large monster blocking your path to







Cosmic can only travel over this stretch of water by using the surf board. This arcade screen requires a lot of jumping and dodging, and once you have reached the other side there is the important fusewire you'll need to collect.

**I WANT A SECOND OPINION**

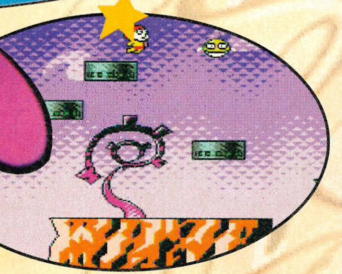
Before I played this game, I must admit I was slightly sceptical of its theme. A space traveller who must visit Earth to take a few photos? Doesn't sound too interesting, I thought. However, when I began to play the game I was immediately proved wrong. This is jam-packed with many different kinds of action and the puzzles are instantly addictive – it's the sort of game you don't stop playing until you've reached the end. The graphics aren't exactly amazing, but with such great gameplay this should please just about everyone.

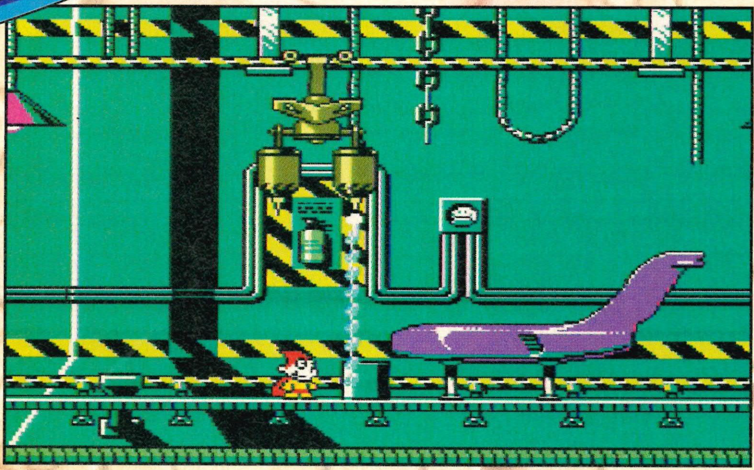
SAM

The graphics were inspired by the 1950's impression of the future.

# COSMIC SPACEHEAD





In the factory Cosmic finds himself getting caught up with the machinery as a bolt of electricity shoots down just in front of him. This is the second planet of the adventure with Cosmic just getting used to the new environment.

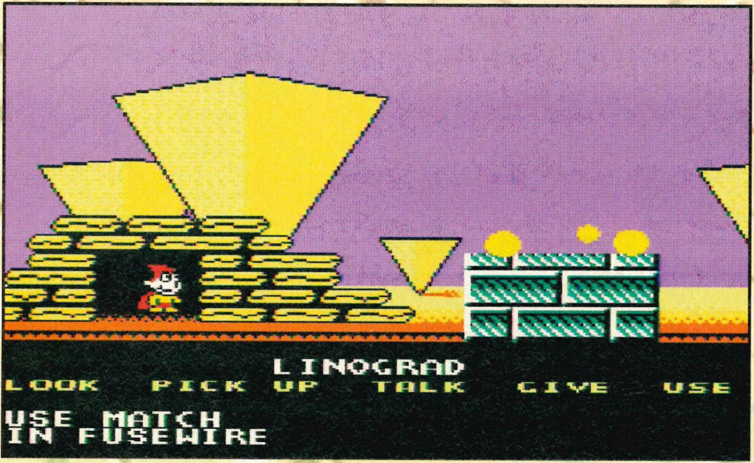
Dodgey city, for instance, can only be removed by use of a helium balloon. If Cosmic gives him this, he'll float over the space world and you'll see him as a speck with a red balloon on the satellite map – still floating in the atmosphere!

Cosmic is blessed with cool detail and when he yawns, you almost feel sorry that you're wasting his time by pausing!

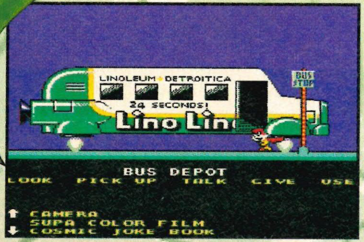
There is a password option for saving your position and an additional two-player pie-throwing challenge has been included in the game just to make the point that Codemasters know how to keep the action a never-ending barrel of fun.

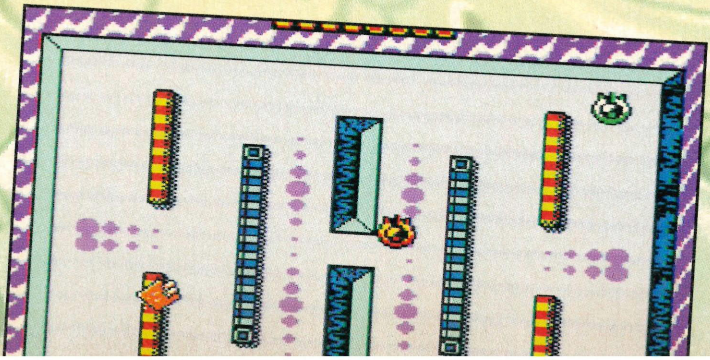
I can't recommend this to everyone as some may find the style too slow, but most will find themselves hooked from the beginning. There are many puzzles to solve and the sub-games enhance the already challenging and addictive gameplay.

● Mark "stary" Hill




Here you can clearly see why Cosmic must launch the missile because behind the exploding wall is the bus stop where he can catch the bus to the next planet. The missile requires four componenets to be found before it can be launched.



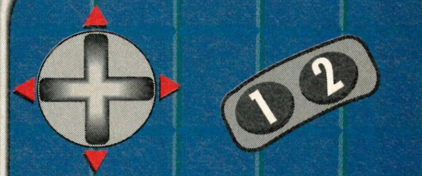






## COSMIC SPACEHEAD

CODEMASTERS ● £29.99 ● OUT NOV

**CART SIZE** ......4Mbit
**PLAYERS**...............1
**STAGES** ................3
**SKILL LEVELS**....none
**FEATURES**.....password
**CONTACT**
**Codemasters** © **(0926) 814132**



During the interactive screens, use the D-Pad to move the arrow over objects and characters. Press button 1 to select a command, button 2 will move Cosmic towards the arrow on the screen. For the arcade screens, button 1 is used to jump and the D-Pad moves Cosmic left and right.

**ACTION** / **STRATEGY**

### GRAPHICS 95%

▲ The detail and colour in the backgrounds and sprites are a credit to the MS.
▲ All the graphics in the game are designed to surprise and make exploration fun.

### SOUND 85%

▲ There are many bright and cheerful tunes that change very regularly.
▼ There are few sound effects when Cosmic interacts with the backgrounds.

### GAMEPLAY 92%

▲ The gameplay changes so frequently that you'll never become bored with the action!
▲ All the puzzles are constructed with good ideas that give you an incentive to progress.

### CHALLENGE 88%

▲ It will take you quite a while to solve all the puzzles and get past the arcade screens.
▲ Put your common sense to the challenge in a game that offers mental satisfaction.

## PROSCORE 93%

Superb space-age frolic that's bursting with clever ideas and a huge variety of interesting playing formats. If you like fun adventures, you'll just love this!



# SPIDER-MAN X-MEN

**The threat of evil mutants on planet Earth has lead to the creation of a group of super heroes known as The X-Men. Their very presence keeps many super villains away, but there is always someone, or something, that believes they can out think them. One such character is Arcade. Described as a warped-out genius, he uses his vivid imagination to create such abnormalities as freaked out fun-houses and deadly drowning pools to catch his prey.**

**An unforeseen incident has lead to the X-Men going missing. Life-long friend Spider-Man, who knows the way the super villains think, realises that Gambit is behind the mysterious goings on. And so, without thinking about personal safety, Spider-Man sets out on the back of a truck to tackle what will could to be his deadliest mission ever.**




"Ok guys, who can jump the highest?" Cyclops is the clear winner at this little game.

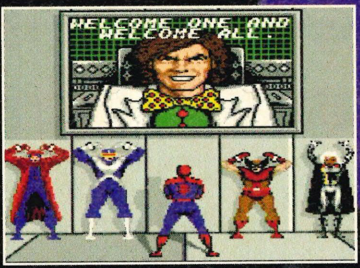
It's nearly two years since the original *Spider-Man* was released, and it was a huge success, rated 85% in SegaPro. Nowadays, it is a budget title, so there's a space for another Marvel adventure. The X-Men recently starred in their own console game, but a few minor flaws meant that it wasn't up to the same standard. Now, the two have teamed up to give us a double dose of super hero entertainment.

The opening level is a simple hide and seek affair with various icons to be found using your Spider-Sense. This accustoms you to the controls as it leads into the main game. Then, you are given the option of choosing which characters' levels you want to attempt first.

Five characters in all makes for a huge amount of exploration, and with various styles of gameplay to each level, it's great fun. Fans of the Marvel Comics characters won't believe their eyes!

Control of the super heroes varies considerably as they each posses personally tailored magic powers. Storm, for instance, uses Lightning Bolts while Cyclops punches and kicks his opponents into submission. Having so many different characters and varied moves makes for challenging, addictive gameplay.

Unlike the original Spider-Man game, sprite collision detection is excellent and overall presentation

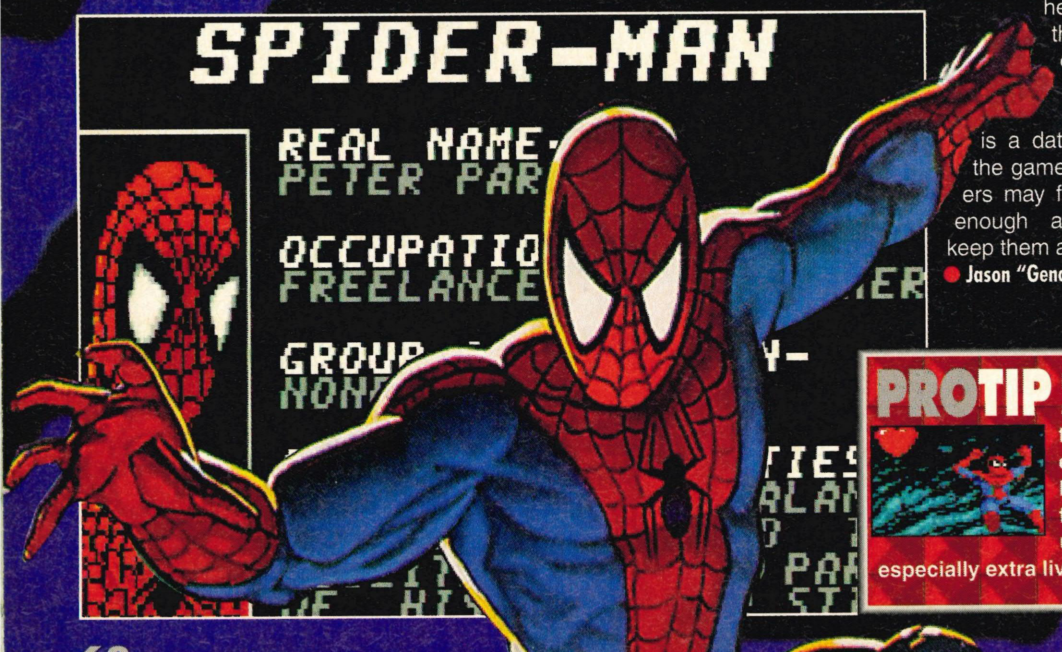



"Backs against the wall lads, this Spider-Man character is a bit if a strange one if you ask me!"

of the graphics, though not as impressive as most platform adventures, is above average. Parallax scrolling throughout each level and detailed, well-animated sprites make for a 'fun to be had by all' adventure.

A special mention must be given for the quality of the music. Its upbeat tempos and variation add life to the game, causing one or two heads to turn in the office. Fans of Spider-Man, dare I say, will love it. There is a dated concept to the game, but newcomers may find more than enough amusement to keep them addicted.

**Jason "Genoshan Magistrate" Johnson**




**PROTIP** Hunt high and low through each of the levels to find power-ups, and especially extra lives.

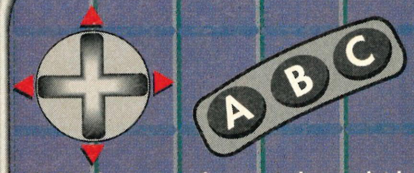



MEGA DRIVE

## SPIDER-MAN AND THE X-MEN

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**CART SIZE.......8Mbit**
**PLAYERS................1**
**STAGES ..............11**
**SKILL LEVELS.........1**
**FEATURES.....continues**
**CONTACT**
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The D-Pad moves your characters in the normal eight directions. Buttons A, B and C activate the various weapons, special weapons and jumps used by the Super Heroes. Control of the characters is relatively user-friendly, but Spidey's tendency to stick to walls at awkward moments can be annoying.

ACTION / STRATEGY

**GRAPHICS 79%**
▲ Spidey and the crew have all been well animated with their personal moves.
▼ Despite an overall quality to the graphics they give the game a dated feel.

**SOUND 81%**
▲ 'Marvel'ous background music accompanies you from start to finish.
▼ The spot-FX tend to be a little unimaginative and could have been better.

**GAMEPLAY 78%**
▲ Controlling characters is very easy with their weapons and attack methods.
▼ It may prove too monotonous with the lack of bonus levels and extra levels.

**CHALLENGE 80%**
▲ The first level for each character is easy, but the second is another matter altogether.
▼ Once you're accustomed to the way the game plays, it's mostly plain sailing.

## PROSCORE 80%

A fun platform adventure with huge amounts of variety in graphics and gameplay. Its style is a little dated, but should appeal to Marvel hero fans.

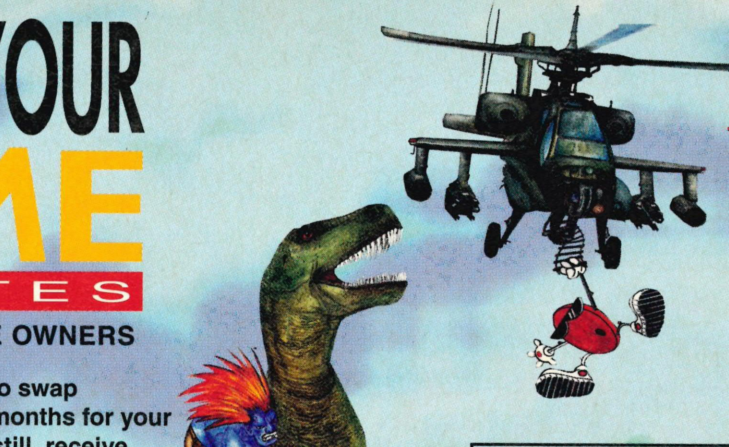
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# ZOOL

## NINJA OF THE "Nth" DIMENSION

**Life isn't always easy when you're a member of the Nth dimension. When you're not worrying about intergalactic space travel, there's the forces of non-imagination to contend with. The non-imaginations will go to any length to destroy the Nth dimension and anyone associated with it. This tends to be a bit of a problem when you're the sole defender of the galaxy. At least Zool has a few tricks up his sleeve. He's an expert ninja and a mean navigator too.**

**Unfortunately, when flying through the depths of the galaxy, Zool's spaceship hurtles out of control. He is forced to crash land on a strange planet and after some investigation, he finds that the non-imaginations are in the vicinity. They have turned the planet's creatures into vicious killers and they'll do the same to Zool if he's caught! There's only one thing for a ninja from the Nth dimension to do in times like this. Adopt battle mode!**



Does anyone ever remember a film called The Swarm? Well, the bees in that were even bigger than the bees in *Zool*. However, the bees in the film didn't turn into a pile of sweets when they were destroyed.



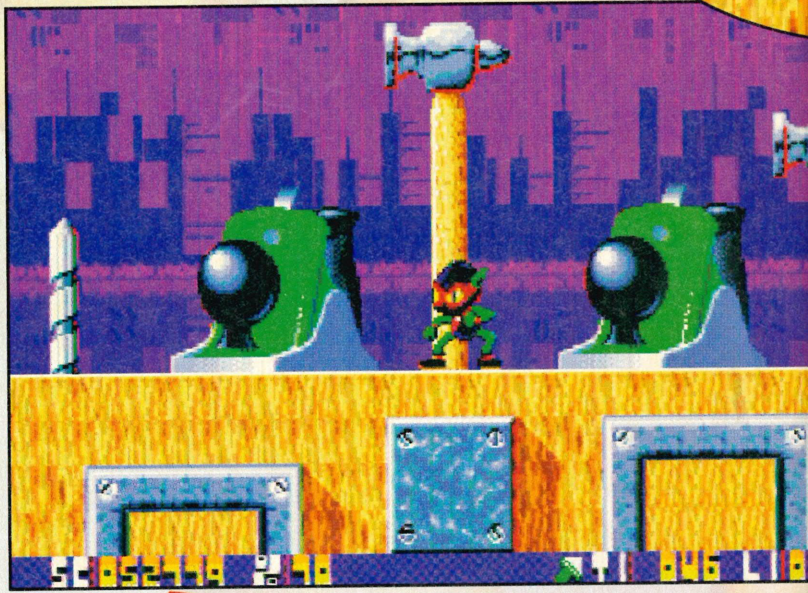
**PROTIP** Don't jump into the bag of popcorn. Although it may look like a bonus, it spits popcorn and will kill you.

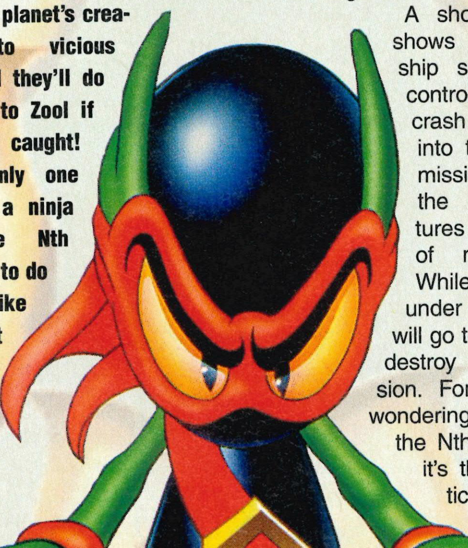


In less than one year, *Zool*, the alien from the Nth dimension, has made quite a name for himself. In the week he was released, he outsold all other Amiga games by four to one. He dominated the game charts and, for a while, he could do no wrong. Programmers are already working on the follow up and one year on, the original version is about to appear on the Mega Drive.

A short intro scene shows Zool's spaceship spinning out of control, then you're crash landed straight into the game. Your mission is to free all the planet's creatures from the forces of non-imagination. While they are still under the spell they will go to any lengths to destroy the Nth dimension. For those of you wondering exactly what the Nth dimensions is, it's the force of justice and imagination. It exists everywhere and without it, we would all be subject to the forces of evil. To free the creatures from a fate worse than death, Zool must shoot them and defeat one of Krool's (the head crony of the non-imaginations) warriors. He must also collect bonuses throughout each level. This may sound like your usual platform adventure and in some ways it is. However, it manages to take a novel slant on the traditional platformer, in that it offers totally freaked out graphics!

To completely defeat Krool and Mental Block, Krool's evil sidekick, Zool will







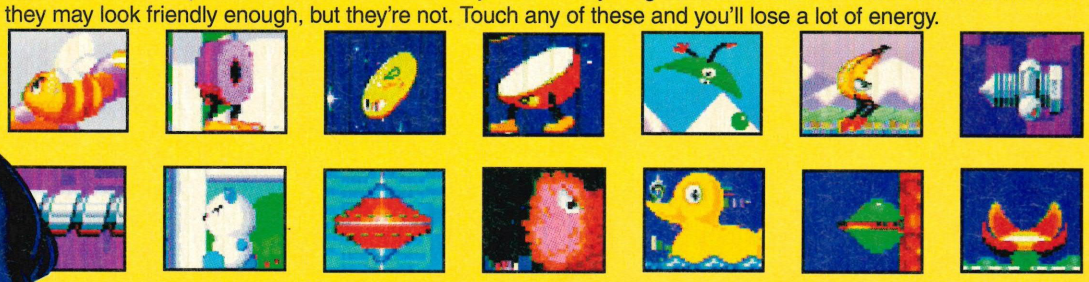


Amongst the debris scattered on the moon, are golf balls left there in 1971.



# JUST AN ILLUSION

Krool has the ability to turn himself and other objects into anything he likes. Check out this lot and remember – they may look friendly enough, but they're not. Touch any of these and you'll lose a lot of energy.



have to battle his way through seven different psychedelic worlds. The adventure begins in the Sweet world and you may be fooled into thinking this is a ridiculously simple adventure. However, you'll soon discover that the levels are huge and the gameplay is actually quite tricky. Each level is instantly playable, but with four stages to every world, the action can become frustratingly fiddly. Although experienced players will find this easy, the later levels tend to give the adventure some lastability.

Zool has a number of weapons to aid his struggle against Krool. Probably the most useful is his female friend Zooz. Whenever she appears on the screen, she will copy Zool's actions, killing anything in sight. In addition to Zool's girlfriend, there are a multitude of bonuses. There's for extra time, extra jumping power and even bombs to pick up. These will paralyse all enemies, leaving them powerless and, thus, can't touch or even harm Zool.

## I WANT A SECOND OPINION

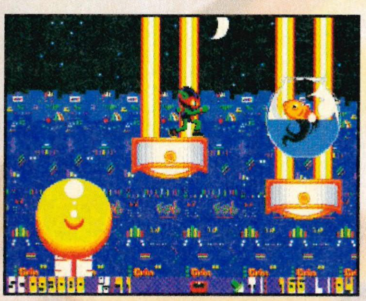
The first thing that caught my eye about *Zool* was the bright colours and detailed objects with each level offering new surprises and added bonuses. Zool can move at quite a speed and it's great fun bombing along the levels not knowing where you'll end up next.

In many ways the game plays like *Sonic* and *Bubsy* with Zool having a profile very similar to these other console stars. The Zool-spin can hardly be deemed an original aspect and *Zool* is just like any other large platformer, but if you like *Sonic*, you'll certainly enjoy this fun-packed adventure.

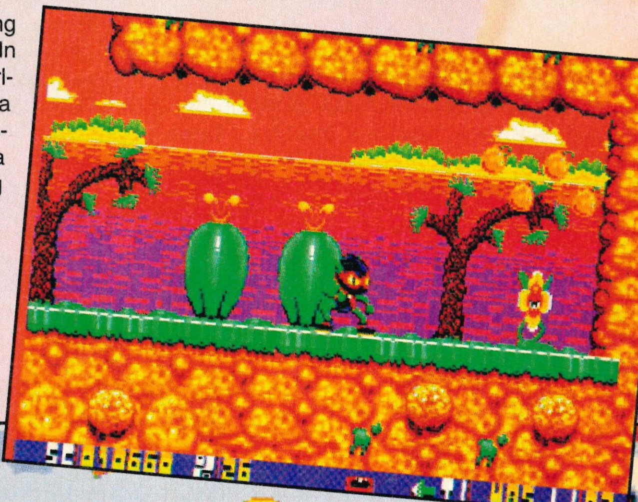
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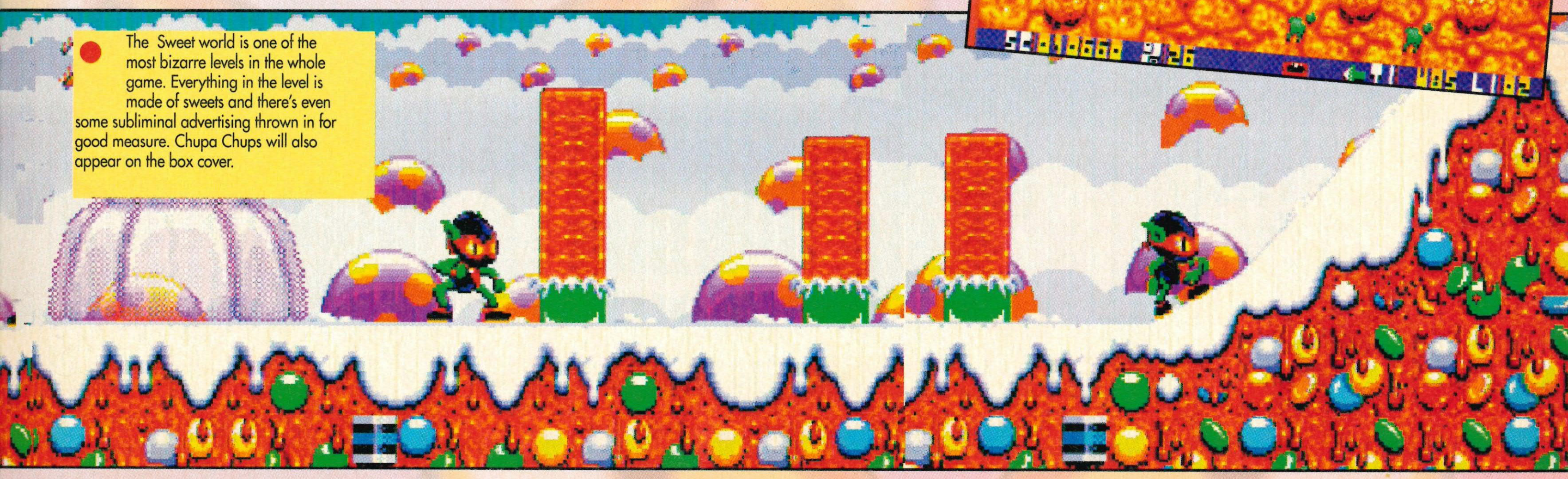


If I had a hammer...these hammers are less than friendly to anything from the Nth dimension. They're quite difficult to avoid, but unless you want to be flattened, you 'd better stay out of their way.



Hey! Some friendly faces at last! These fish bowls give you a huge bonus!





The Sweet world is one of the most bizarre levels in the whole game. Everything in the level is made of sweets and there's even some subliminal advertising thrown in for good measure. Chupa Chups will also appear on the box cover.



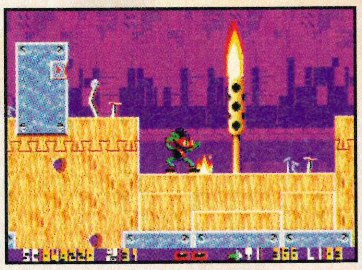
Jupiter is large enough to house all other planets in the solar system

# ZOOL

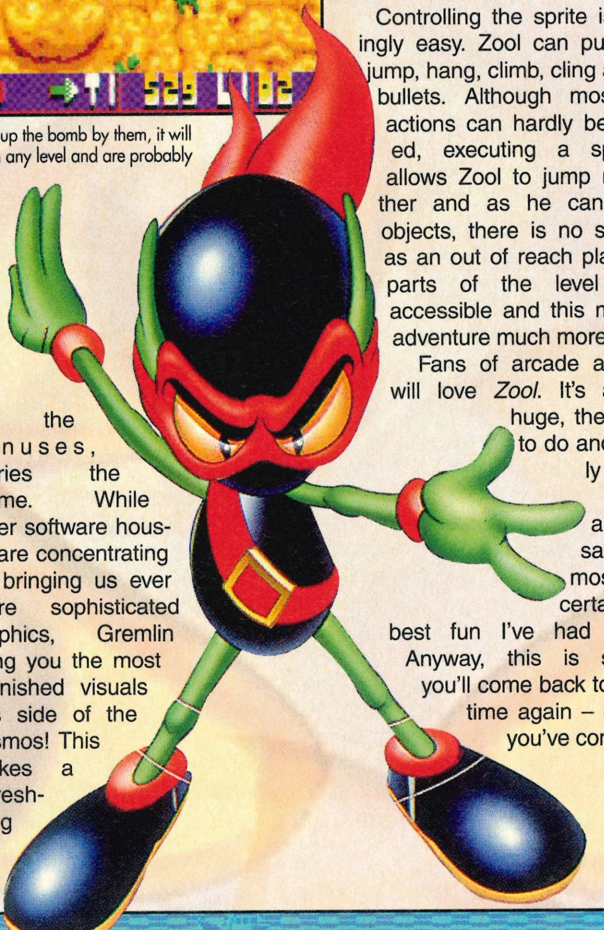
NINJA OF THE "Nth" DIMENSION



These flowers are pretty dangerous, but if Zool picks up the bomb by them, it will blow them off the screen. Bombs can be picked up in any level and are probably the most useful item in the whole game.



Blowtorches are not only dangerous to run into, they throw out fireballs too. Stay away if possible.



If you manage to defeat the level guardians, you'll have the chance to compete in a bonus level. Here, you temporarily regain control of your ship and you can fly around the galaxy, collecting extra lives and power-ups. It's not all fun and games! Krool has forces in outer space and as soon as your ship appears, they'll attack.

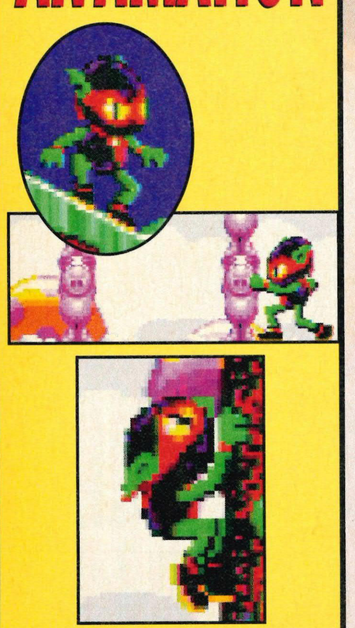
Graphically, this is a completely weird and wonderful expedition! Every level is full of psychedelic surprises and each world carries its own individual theme. The graphics are totally different for each stage and everything, from the enemies to the bonuses, carries the theme. While other software houses are concentrating on bringing us ever more sophisticated graphics, Gremlin bring you the most garnished visuals this side of the cosmos! This makes a refreshing change from mysteriousness of releases such as *Flashback* and *Another World*.

Controlling the sprite is surprisingly easy. Zool can punch, spin jump, hang, climb, cling and shoot bullets. Although most of his actions can hardly be separated, executing a spin jump allows Zool to jump much further and as he can cling to objects, there is no such thing as an out of reach platform. All parts of the level become accessible and this makes the adventure much more fun.

Fans of arcade adventures will love *Zool*. It's absolutely huge, there's loads to do and it's totally addictive. It may be a little too samey for most, but it's certainly the best fun I've had for ages Anyway, this is something you'll come back to time and time again – even after you've completed it!

● **Sam "zebidee" Hickman**

## ANTIMATION





You'll be fooled into thinking that the toy world is absolutely easy-peasy to get through. It would be too, if it wasn't for overhead planes dropping bombs on you every now and again.



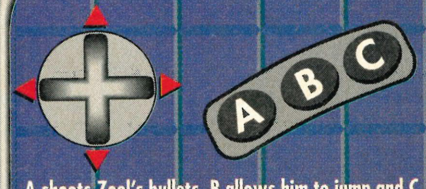
MEGA DRIVE

## ZOOL

GREMLIN ● £39.99 ● OUT NOV

**CART SIZE** ......8Mbit
**PLAYERS**...............1
**STAGES** ...............34
**SKILL LEVELS**.........3
**FEATURES** ...........n/a
**CONTACT**

Gremlin ✆ (0742) 753423



A shoots Zool's bullets, B allows him to jump and C executes a spin jump. The D-pad moves the character around the screen.

ACTION / STRATEGY

## GRAPHICS 84%

▲ Loads of bright garish colours boost the light-hearted theme of the adventure.
▲ Every level has a different theme that stops the adventure from becoming too boring.

## SOUND 75%

▲ Every time a level is completed, a brilliant Lemmings-esque speech sample is heard!
▼ The rest of the tunes are fairly musical, although they become quite mundane.

## GAMEPLAY 83%

▲ There are loads of bonuses to pick up in every level and the action is very fast.
▼ Unless you like these sort of adventures, you may get bored very quickly.

## CHALLENGE 79%

▲ Each world begins with little challenge, but, by the fourth stage, it becomes difficult.
▼ The initial levels won't offer much for the experienced games player.

## PROSCORE 84%

*Zool* is as good on the Mega Drive as it was on other formats, even though it may be easy. A brilliant way to spend the weekend and definitely worth a look!



At this moment, there are over two thousand thunderstorms taking place in space.

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## MEGA DRIVE TOP GAMES

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| MORTAL KOMBAT | 16M | UK | £43.95 |
| ALADDIN | 16M | UK/USA | CALL |
| SONIC SPINBALL | CD | JAP | CALL |
| SILPHEED | CD | JAP | £54.95 |
| GUNSTAR HEROES | 8M | UK | £39.95 |
| ROCKET KNIGHT ADV. | 8M | UK | £39.95 |
| KYO'S FLYING SQUAD | CD | JAP | £49.95 |
| JURASSIC PARK | 16M | UK | £43.95 |
| BARE ARM | CD | JAP | £49.95 |
| LANDSTALKER | 16M+BB | UK | £47.95 |
| MICRO MACHINES | 4M | UK | £31.95 |
| JUNGLE STRIKE | 16M | UK | £39.95 |
| PGA TOUR GOLF 2 | 8M+BB | USA | £28.95 |
| SUPER SHINOBI II | 8M | JAP | £37.95 |
| BATMAN RETURNS | CD | USA | £38.95 |
| EX-RANZA | 8M | JAP | £38.95 |
| SHINING FORCE | 12M+BB | USA | CALL |
| FLASHBACK | 12M | UK | £39.95 |
| BUBSY BOBCAT | 16M | UK | £35.95 |
| ECCO THE DOLPHIN | CD | USA | £38.95 |
| SONIC CD | CD | JAP | CALL |
| BARTS NIGHTMARE | 8M | UK | £35.95 |
| SPIDERMAN AND THE X-MEN | 8M | USA | £39.95 |
| THUNDERHAWK | 8M | USA | £39.95 |

## NEW MEGA DRIVE GAMES

| | |
|---|---|
| F1 | SEPT |
| ZOMBIES ATE MY NEIGHBOURS | SEPT |
| SONIC (CD) | SEPT |
| THUNDERHAWK (CD) | SEPT |
| AX 10' (CD) | OCT |
| LEATHAL ENFORCERS (CD) | SEPT |
| COOL SPOT (CD) | SEPT |
| DUNE (CD) | OCT |
| VIRTUAL RACING (DSP CHIP) | OCT |
| DASHIN DESPERADOS | SEPT |
| WWF ROYAL RUMBLE | SEPT |

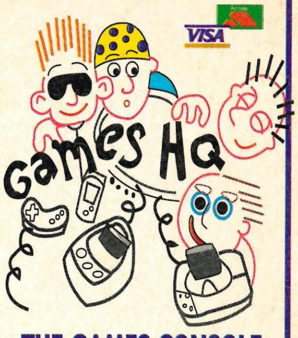
## PRE-PLAYED GAMES

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| JURASSIC PARK | £29.50 |
| JUNGLE STRIKE | £27.50 |
| TINY TOONS | £27.50 |
| T-2 ARCADE GAME | £24.50 |
| ALIENS 3 | £24.50 |
| ECCO THE DOLPHIN | £24.50 |
| FLASHBACK | £27.50 |
| BUBSY BOBCAT | £27.50 |
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# SHORT REVIEWS

ROUNDUP RR ROUNDUP

GAME GEAR

## STREETS OF RAGE 2

**SEGA ● £29.99 ● OUT NOW**

A year has passed since the deadly syndicate was broken and the death of Mr X. Peace now prevails in the city. The once empty neighbourhoods are returning to normal with fresh faces inhabiting the once deserted streets. As we all know, nothing goes this smoothly for the SOR gang. So, to set the action in full swing Adam's brother, Eddie, frantically calls for help when he returns to find his home in ruins.



*Streets of Rage* featured just two characters, but now there are three: Axel, Blaze and the new member of the team, Skate. Six stages and a two-player option have been included and the graphics are almost perfect making this is a particularly impressive conversion from the original, and bigger, Mega Drive version.

The six power-ups and two weapons are hidden in various locations and provide easier gameplay. The impressively wide variety of moves can be used to beat-up the continuous hoards of attackers, thus giving a variety in gameplay.

If you are a beat-'em-up fan with a Game Gear this has to be high on your games shopping list. The quality of the graphics, sound and remarkable resemblance to the 16-bit version, makes this a title to own.

**90%**

MEGA DRIVE

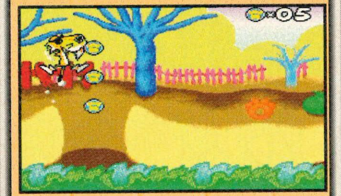
## CHESTER CHEETAH: TOO COOL TO FOOL

**KANEKO ● £39.99 ● OUT NOW**

Chester Cheetah is an American corn snack star from the front of Cheeto crisps. In this game, he proudly presents his first console appearance as he claims to be too cool to fool. This is a matter of opinion, but from first impressions, shades and all, he may be telling the truth. It's time to see if the candid star can keep in the limelight.

Your goal is to find the exit that is often hidden away from the main playing area. Before this, if you want to do things properly, you need to collect all the small paw print symbols. The larger prints replenish your life gauge and the guitar stops everything as Chester bursts into song. To stop you from reaching your destination various creatures and curious looking 'thingies' attack you from all corners.

*Chester Cheetah* offers little that hasn't been seen before in better quality releases, but, it is full of life and humour so should be favourable with younger minds. Overall, though, this is a platform adventure which may include various styles of gameplay and



puzzle solving, but fails to match up to recent Konami releases such as *Tiny Toons* and *Rocket Knight Adventures*.

**Game supplied by The Video Games Box © (0425) 616705**

**32%**

GAME GEAR

## T2 THE ARCADE GAME

**ARENA ● £32.99 ● IMPORT**

SKYNET are on the hunt for the second member of the Connor family, John. With more years and an incredibly advanced intelligence system, the second terminator – a T-1000 Advanced Prototype – has been sent to try and do the job properly. The



Your main and only objective is to shoot everything that appears on the screen.

control network is angry and looking for revenge, so it's time to do battle.

An arsenal of weapons and power-ups are at your disposal and mayhem breaks out as bullets and missiles fly everywhere. The action is very fast and the Game Gear handles this uncommon speed very well. There are no sprite collision detection problems and the overall feel of the game is very smooth. The graphics and sound are both very good and match up to most Game Gear releases currently available.

Despite a repetitive nature of gameplay, *T2 The Arcade Game* is a worthy investment and ideal for long journeys. If you enjoyed the coin-op or fancy taking on the Terminators at their own game, this is the one. If you aren't used to a cursor control-style game, you would be well advised to try before you buy.

**Game supplied by Lansdowne Computers © (0202) 556535**

**71%**

MEGA DRIVE

## SNAKE, RATTLE AND ROLL

**SEGA ● £39.99 ● OUT NOW**

You must reclaim the royal flag from the evil Bigfoot and restore health to the planet of serpentine. This complicated plot with such a simple solution makes for compelling viewing, or so it once did.

Few games, so simple and yet so challenging, appear on the Mega Drive. This is one of those games that will have you tearing your hair out in massive clumps! The concept is fairly simple: you are a snake and you must eat coloured Nibbly Pibblebys until you are back up to normal weight. When you are heavy enough you can leave the level through a hidden exit, but there is much, much more to keep you occupied along the way.



**Right from the start of the game a thirsty looking Snake is off on a mission.**

As well as Nibbly Pibblebys, there are bonus power-ups and hidden rooms. The isometric view gives the best possible angle and is very similar in structure to *Marble Madness*. The groovy music on every level and challenging gameplay keeps you coming back for more. If this was out a year ago, it would have been simply brilliant. As it is, it's a dated concept that is unlikely to be popular with anyone, but old reminiscents and the very young.

**78%**

**This month we have a selection of games that we have been unable to fit in the main review section. Particular attention has been paid to the requests of Game Gear owners, begging for more reviews, and what better can we offer than the on-shelf *Streets of Rage 2* and soon to be released *Ecco*. Jason Johnson and Mark Hill give you the low-down on what's good, bad and ugly.**

GAME GEAR

## ECCO THE DOLPHIN

**SEGA ● £29.99 ● OUT NOW**

Hoping to continue the success of the Mega Drive and Mega-CD version, the loveable Ecco is back. It's moody atmospheric qualities and long-lasting attributes




Umm, this is the title screen, believe it or not, and that's Ecco the Dolphin.

have made this one of the best titles ever. Game Gear owners are in for a real treat with a whole new standard of hand-held gameplay as the 4Mbit cartridge comes to town.

As a lonely dolphin you must rescue the world. The lost pod holds the timeless secrets and it's a battle against the tide to solve the ocean's mysterious puzzles. A maze of caverns incorporating absolutely loads of logic puzzles must be searched from top to bottom, with 17 levels of dangerous waters to swim through. As with the Mega Drive and Mega-CD formats, the size and complexity of the game give it long-lasting appeal.

*Ecco* is one of the best games you can buy for the Game Gear and the sheer size is breathtaking. The graphics are very good with animated sprites swimming about everywhere. Unfortunately the sound isn't quite up to the standard of other formats, but it's still provides you with a nautical feel. *Ecco the Dolphin* is simply brilliant and you just have to buy it.

**93%**

MEGA CD

## KEIO FLYING SQUAD

**TOKEI ● £49.99 ● OUT NOW**

The flying squad are on a mission in this five level shoot-'em-up. Your flying machine comes in the shape of a bird, and with the help of powerful weapons, it's a case of thumb to the trigger all the way.

The most disappointing point about this is that it's a CD release. There are so many mediocre releases on CD now that it's almost pointless purchasing the unit at all. *Keio flying Squad's* presentation screens are typically Japanese with colourful cartoon characters and harmless fictional creatures, but the general outlay of the game contains bland and unoriginal ideas that will disappoint most players.

The action is suitably hectic as each power-up has its own characteristics that offer the player some element of strategy amongst the general shower of firepower. The trouble is,



how many shoot-'em-ups comprise flash-hit bosses in a standard right-to-left screen scroll? The high level of detail and originality in the drawings of each sprite don't compensate for ageing ideas. You'd have to look towards releases, such as *Gunstar Heroes,* where the game format changes to find elements of originality and lasting interest.

**Supplied by The Video Games Centre © (0202) 527314**

**49%**

# THE PROFILE

SegaPro is Britian's first Sega magazine to comprehensively cover both official and import games. Our experience and knowledge is crammed into each game review. We know more about Sega games than anyone else and that is reflected in the quantity and quality of the information we provide each and every month.

Definitive? Well, we think so. You won't find a more extensive guide in any other magazine. Every month, we'll update the listings, with all new entries highlighted. Many game ratings will change to reflect long-term interest and dating – most games become less impressive as technology develops and newer games become available. Each game rating is what we think now, not what we thought when the game was first released.

Regular readers will be aware that ProPick has been replaced. We now print our Top 100 Sega games every month and all ProYo! games (scoring 90% and over) will be highlighted in red throughout the file.

## PRO CHARTS

Not only one, but three charts from the big game retailers Virgin Mega Stores, HMV and Our Price on Mega Drive, Master System, Game Gear and, when it is in full swing, Mega-CD.

## PRO SCORES

Send in your high scores for any game that you think you've mastered. Every month we'll print a list of games that we want high scores for. An overall winner, as judged by the Pros, will receive a SegaPro T-shirt!

## PRO TIPS INDEX



# THE PRO

**There are 751 Sega game reviews in this month's pages, charge £2.95 and call it a Summer Special – proving that there's only one place to look if you**

## MEGA DRIVE ▼ MEGA DRIVE ▼ MEGA D

**1943**
IMPORT
Aircraft combat shoot-'em-up. Progress through the multiple level classic using a basic range of weapons. Totally out-dated, but still fun. 64%

**688 ATTACK SUB**
SEGA £39.99
Submarine sims are few and far between, but this little beauty shows that it is possible to do a credible job. It's very hard to get into, but the effort is worth it. 68%



**ADDAMS FAMILY**
ACCLAIM £39.99
With super graphics and hundreds of hidden rooms, this offers compelling and addictive gameplay. Only the standard platform concept pulls this down from the likes of *Mario*. 84%

**ADVANCED WW2 SIMULATOR**
IMPORT
This is one difficult game to play. You'll need a strong knowledge of the Japanese language. Pity really, because there's a great game hidden behind it all. 66%

**AERO BLASTERS**
IMPORT
Too short and easy. Just another shoot-'em-up. Simultaneous two-player is fun, but there are better games in the genre. 62%

**AFTER BURNER II**
SEGA £34.99
Very accurate portrayal of the hydraulic coin-op. However, it's a bit easy and suffers from too much repetition of tedious tasks. 62%

**AIR DIVER**
IMPORT
Similar to *After Burner II* in both looks and playability. It has more challenging play with a wider variety of opponents and tough guardians. 73%

**ALESTE (MUSHA)**
IMPORT
This is one fun vertically scrolling shoot-'em-up. Detailed graphics, but like similar games, it may prove just too easy for most MD players. 77%

**ALEX KIDD IN ENCHANTED CASTLE**
SEGA £19.99
This platform adventure has loads of games and is packed with an average selection of adversaries, but the whole scenario becomes very boring. 62%

**ALIEN 3**
FLYING EDGE £39.99
May go down as the fantastic platform shoot-'em-up that never was. Nice graphics and sound, but not much to challenge even the beginner. 77%

**ALIEN STORM**
SEGA £19.99
This horizontal alien shoot-'em-up is just far too easy. The two-player option is fun and the graphics good, but it'll all be over too soon. 74%

**ALISIA DRAGOON**
SEGA £19.99
Alisia Dragoon is one tough chick. You must help her through eight stages in the style of *Valis*. Few lives and tough guardians, very challenging. 82%

**ALTERED BEAST**
SEGA £34.99
The first game to impress Mega Drive owners. The graphics are flickery and response slow. Usually given away free – nuff said... 48%

**AMBITION OF CAESAR**
IMPORT
Only for real fans of strategy games. Fortunately the graphics are excellent and will keep you enthralled for ages. Sadly, it's very hard to get into. 73%

**AMERICAN GLADIATORS**
IMPORT
First we had wrestling giants, now flesh-pounding Gladiators. Six events to compete in and master before you're a true Gladiator. 67%

**ANDRE AGASSI TENNIS**
TECMAGIK £39.99
Each computerised competitor was digitised from real life action, making this a fast and furious tennis game. Sprites are well drawn, though they move a little too quickly. 59%

**ANOTHER WORLD**
VIRGIN £39.99
Revolutionary vector graphics, beautiful animation and highly addictive gameplay. Can be frustrating, but it's a big game with lots of puzzles and action. 91%

**AQUATIC GAMES**
ELECTRONIC ARTS £34.99
James Pond, the fishy star, stars in a series of classy, but fun sports. Enthralling graphics and gameplay make this one of the best sporting events ever. 82%

**ARCH RIVALS**
FLYING EDGE £37.99
Hop, skip and punch your way through this manic basketball extravaganza. It's great fun for the first hour or so, but the novelty soon wears off and its mediocrity becomes apparent. 65%

**ARCUS ODYSSEY**
IMPORT
RPG in the style of *Gauntlet*. Two players simultaneously vandalise eight graphically excellent levels.There's a much needed password save. 84%

**ARIEL: THE LITTLE MERMAID**
SEGA £39.99
Use your skills, as either Ariel or Triton, to defeat the evil forces of darkness and save your buddy. Plenty of vicious sharks to deal with. 72%

**ARNOLD PALMER TOUR GOLF**
SEGA £34.99
One of the first golfing games, but still holding its own with the likes of *PGA Tour Golf*. Real feeling of being out there on the course, smacking little white balls. 81%

**ARROW FLASH**
SEGA £19.99
This is a very vacant shoot-'em-up. The graphics are poor, the power-ups limited and the guardians a cinch to kill. Why bother? 29%

**ART ALIVE**
SEGA £14.99
This innovative art package encourages you to draw within the confines of the Mega Drive. Only one problem: you can't save or print out the pictures. 39%

**ASSAULT-SUIT-LEYNOS**
IMPORT
Called *Target Earth* in the States. You are a robot who has to bash similar robots over eight moonscapes. Not much fun, but there are a few neat cheats. 42%

**ATOMIC ROBOKID**
IMPORT
Yet another run-of-the-mill scrolling shoot-'em-up. Definitely one for blast-'em fans who aim to collect every cart released, even if they're rubbish. 37%

**ATOMIC RUNNER**
SEGA £34.99
Impressive graphics and funky sound FX make this a good, solid platform shoot-'em-up. However, there are better around and this wears thin after a few hours. 59%

**AXIS**
IMPORT
This is a well-hidden gem. Worth seeing just for the amazing 3-D graphics, but also contains very addictive gameplay. A fine walkabout shoot-'em-up. 75%

**BACK TO THE FUTURE III**
SEGA £37.99
Marty McFly, animated in the worst possible taste, proves to be a serious let-down in this disappointing film licence. Don't even think of testing it out! 28%

**BAD OMEN**
IMPORT
This Break-Out clone fails to have enough content for the big machine. Even so, the graphics are ace, with some really tough nuts to kill. 71%

**BALL JACKS**
SEGA £34.99
A strange game if ever there was one. Stealing spheres from your opponent's robot starts is fun at first, but soon becomes a futuristic bore and very, very tiresome. 28%



**BART'S NIGHTMARE**
ACCLAIM £39.99
Bart's in a deep sleep with a homework collection mission. The catchy cartoon effects are suited to the Bart image but the simple gameplay makes this a release for the very young. 75%

**BART VS THE SPACE MUTANTS**
FLYING EDGE £39.99
This is without doubt one of the toughest cartoon licences out. It's even more annoying because everything about it is so perfect; the graphics, the difficulty, the sound, etc and it's packed with challenge. 89%

**BATTLETOADS**
SEGA £39.99
This could be the first time the warrior toads have engaged in gory battle, but stranger things happen. This is a thoroughly slimy and violent adventure. 39%

**BATMAN**
SEGA £39.99
This fine conversion was only just released officially in the UK. It may get a tad boring, but the accurate graphics hold things together. 78%

**BATMAN RETURNS**
SEGA £39.99
Far from inspiring game that should have been much better. Totally unoriginal, with poor graphics and even worse sound. A real waste of money and time. 43%

**BATMAN: REVENGE OF THE JOKER**
IMPORT
Better than all the other Sega versions put together, which isn't saying much! However, large sprites and detailed backdrops show just how a Batman licence should be produced. 82%

**BATTLE GOLFER**
IMPORT
A golden-oldie arcade adventure. It's all about the exploits of a golf ball and its travels. This may not sound like the best of starting points for a game, but it's good. 72%

**BATTLEMASTER**
IMPORT
Excellent presentation at the start welcomes novices and the rest of the game takes off from there. It can be picked up for a lot less than most, so it's worth a look for beginners. 78%

**BATTLE SQUADRON**
ELECTRONIC ARTS £39.99
Its one advantage over other shoot-'em-ups is toughness challenging evenost gifted of players. If you want a great looking and sounding shooter, then this is your man! 85%

**BEAST WARRIORS**
IMPORT
Colourful, detailed graphics offset by terrible sound and slow jerky gameplay. Don't be fooled by pretty pictures, there's nothing nice about this game. 20%

**BIMINI RUN**
IMPORT
A shoot-'em-up that tries to impress with a scenario other than outer-space. Is a bit of a laugh for a while, but soon becomes repetitive and boring. 57%

**BIO-HAZARD BATTLE**
SEGA £39.99
With colourful, atmospheric graphics and a high difficulty setting, this has all it takes, but there isn't anything new in the way of gameplay. 68%

**BIO SHIP: PALADIN**
IMPORT
Satisfactory two-player shoot-'em-up with cool sound and stunning level guardians. It slows down when there are too many sprites on-screen and it's pretty easy. 51%

**BLOCK-OUT**
ELECTRONIC ARTS £19.99
*Tetris* goes 3-D as you, viewing from above, attempt to fit the blocks into a well. It takes quite a while to get used to the perspective, but once you do, it's very challenging. 76%

**BOB**
ELECTRONIC ARTS £44.99
A platform shoot-'em-up where the character, BOB, must use all kinds of gadgets to aid him in his quest. Nice ideas, shame about the boring and unatmospheric action. 59%

**BONANZA BROS**
SEGA £19.99
Other than having simplistic graphics, the most flawed part of the accurate conversion is that it is very, very easy. Grab a partner and in two-player mode you'll soon have it completed. 58%

**BUCK RODGERS**
ELECTRONIC ARTS £39.99
Entry level RPG with the difficulty set just right for beginners. The compelling challenge means you are never short of something to do and there's a big challenge. 82%

**BUBSY**
ACCOLADE £39.99
Guide Bubsy around his back garden. The cheerful music and colourful graphics can't disguise the frustrating gameplay and lack of originality which puts doubt over lastability. 81%

**BUDOKHAN**
ELECTRONIC ARTS £39.99
The presentation builds up a terrific atmosphere. It's a shame that beneath it is a shallow beat-'em-up with few opponents and limited moves. 56%

**BULLS VS LAKERS**
ELECTRONIC ARTS £39.99
Re-live the 1991 NBA finals in this basketball sim. Every detail is taken care of, making the game technically accurate if nothing else. For die-hard fans only. 78%

**BULLS v BLAZERS**
ELECTRONIC ARTS £39.99
A very realistic basketball sim – fast and superbly simulated. The variety of shots, dunks and slams give you a wide choice of options making the game a very playable affair. 89%

**BURNING FORCE**
IMPORT
A sad attempt at what should have been a thrilling blast-'em -up. It offers nothing new. The scenario, graphics and bleeps have been seen many times before and, sadly, may be seen a few more times too. 28%

**CADASH**
IMPORT
A Japanese arcade adventure. The detailed backgrounds and brightly coloured sprites make it fun to play, but the original enthusiasm soon wears off. 65%

**CALIBRE .50**
IMPORT
Vertical shoot-'em-ups are fairly common and to be any good they need something extra special. *Calibre .50*, sadly, is very mediocre. 33%

**CALIFORNIA GAMES**
SEGA £19.99
All of the cool sports are included in this colourful outing, but the game seems rushed, with simple graphics and gameplay. An old game that has never been updated. 65%

**CAPTAIN AMERICA AND THE AVENGERS**
SEGA £34.99
Another battle against the forces of evil. Worth playing in two-player mode, but if you're a sole gamer, leave it alone. It's far too easy and ultimately dated. 37%

**CAPTAIN PLANET**
SEGA £39.99
Join the Planeteers in a typical platform adventure where good attempts to conquer evil. Captain Planet's star appearance is rather overshadowed by the dull and lifeless backgrounds. 39%

**CASTLE OF ILLUSION**
SEGA £39.99
If you haven't got this, what have you been doing? This game has everything; great graphics, super sound, gorgeous gameplay and dynamic difficulty. 93%

# FILE

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**CENTURION**
ELECTRONIC ARTS £39.99
A very welcoming historical strategy with excellent in-game maps etc. However, the enthralling storyline doesn't create enough fun to last for very long. 70%

**CHAKAN**
SEGA £39.99
Taken from the comic book series of the same name. Creative graphics give an eerie atmosphere – as does the music – but failing gameplay lets it down. 76%

**CHAMPIONSHIP PRO-AM**
IMPORT
This is a cross between *Super Off Road* and *Super Sprint* with good isometric view of the track. The bright graphics and super little soundtrack make it appealing. 67%

**CHAMPIONSHIP BOWLING**
IMPORT £37.99
An alleyway sim that's a lot of fun with four players, however, the computer is very hard to beat, but the limited action severely handicaps its appeal. 69%

**CHIKI CHIKI BOYS**
SEGA £39.99
This is *Mega Twins* and it's far too cute and far too easy. Younger players should find a challenge hidden within, but this platform adventure offers very little. 44%

**CHUCK ROCK**
VIRGIN £39.99
Stone Age shenanigans in this arcade adventure. Full of jokes, this humorous quest challenges the mind and pushes your gaming skills to the hilt. 79%



**CHUCK ROCK 2**
CORE DESIGN £39.99
A six-level platformer with plenty of humour and fun for all ages. The parallax scrolling is used to superb effect, but the gameplay is let down as it is far too easy. 71%

**CLUE**
IMPORT
Cluedo, the popular whodunit board game, makes its way onto the MD. Has same failings as other board-to-console conversions. 76%

**COOL SPOT**
VIRGIN £44.99
Original, fun and super cool, this will have you tearing your hair out. It's very difficult and if you want to hone your timing and patience, then this is the game to do it with. 93%

**COLLEGE FOOTBALL**
ELECTRONIC ARTS £44.99
A half way experiment between Madden'93 and '94 that allows you to play college teams against the all-time greats with more strategies and an updated presentation of the playing moves. 91%

**COLUMNS**
SEGA £29.99
Such simple puzzle games as this never seem value for money, but when you play them for as long as you'll be playing this it all becomes clear. 82%

**CORPORATION**
VIRGIN £39.99
A genetics company's secret experiments end in disaster when one of their creations escapes. You are brought in by the government to kill the mutant and infiltrate the corporation producing the monstrosities. Still a great title. 90%

**CRACKDOWN**
SEGA £39.99
Wander around *Gauntlet*-style, shooting everything that moves. The graphics are detailed and the gameplay addictive. 77%

**CRUE BALL**
ELECTRONIC ARTS £39.99
Fast and furious pinball simulator. Tries to better the classy *Dragon's Fury*, but fails. Ten different tables and lots of bonus screens and Motley Crue music. Yuk! 69%

**CURSE**
IMPORT
It's a sad day when something as appalling as this is released. Its only purchase value is the novelty of having the worst ever shoot-'em-up. 0%

**CYBERBALL**
SEGA £19.99
Futuristic American football with metallic monsters may sound strange, but its novelty is half the draw. The inaccurate graphics let it down. 36%

**CYBORG JUSTICE**
SEGA £39.99
This is an average two-player beat-'em-up where the main attraction is that you can pull off the best parts of other cyborgs and bolt them on to yourself. 68%

**DANGEROUS SEED**
IMPORT
Novel graphics make this a real involving shoot-'em-up. There are 12 levels of alien plant terminating, ensuring this lasts for longer than your geraniums. 80%

**DARIUS II**
IMPORT
12 levels can be attacked in any order means that there are a variety of possible endings. That alone should satisfy any shoot-'em-up player. 83%

**DARK CASTLE**
ELECTRONIC ARTS £34.99
The soundtrack is the only saving grace of this tedious offering. Jerky character animation and poor collision detection will have you reaching for the off button. 50%

**DARWIN 4081**
IMPORT
Shooting those classy little aliens can prove to be a chore at times, but with *Darwin 4081* it's simply a pleasure. Spectacular graphics. 81%

**DAVE ROBINSON'S SUPREME COURT**
SEGA £39.99
The view from the stands may be strange, but it is by far one of the best ways of playing this sport on small screen. Brilliant in all areas, but a pity the players aren't real. 84%

**DAVIS CUP TENNIS**
TENGEN £39.99
Four tournaments and plenty of options makes this a complete tennis package where the gameplay can be a lot of fun despite a very fast ball speed. 83%

**DEADLY MOVES**
IMPORT
Poor attempt at a *Street Fighter II* clone with each wrestler having limited moves and only one special attack. Lacks polish, excitement and just about everything else. 51%

**DEATH DUEL**
RAZORSOFT £39.99
A shoot-'em-up which offers more than just a blast. Extremely tough and ultra-fast gameplay to keep you on your toes, but too repetitive. 42%

**DECAP ATTACK**
SEGA £34.99
Same game as *Magical Flying Hat Turbo Adventure* with Gothic graphics and gory killings. Big and very playable. 75%

**DESERT STRIKE**
ELECTRONIC ARTS £39.99
A masterpiece of intense action as you take the controls of an Apache helicopter completing special missions in the Middle East. Pure arcade blasting fun with a little strategy to keep you on your toes. 90%

**DEVILISH**
IMPORT
Remember *Break-Out*? This is similar, but with far better graphics. Take control of two bats (not one) and break those walls down. Addictive bash-'em-down fun. 85%

**DICK TRACY**
SEGA £19.99
Loads of neat cartoon statics and a decent attempt at character sprites, but the gameplay lacks originality. This is best version of the game. 71%

**DINOLAND**
IMPORT
*Devil Crash* on a diet. Gone are the complex, atmospheric graphics and pounding sound. While poor scrolling and simple gameplay have been added – give it a miss. 43%

**DOUBLE CLUTCH**
SEGA £39.99
Radio controlled cars never did hold kids' attention for very long and this Mega Drive version isn't much better either. Although gameplay is fairly interesting, the graphics and controls aren't up to much. 78%

**DJ BOY**
IMPORT
While there's loads of originality in *DJ Boy* – a beat-'em-up on roller-skates (?) – it is simple and too easy. 59%

**DOUBLE DRAGON**
BALLISTIC £29.99
A treat for fans of the arcade. Two players can jump and punch their way through the three stages of the city. Much better than the sequel. 72%

**DOUBLE DRAGON II**
IMPORT
Everything is bad – even the sound! The graphics are flickery, characters slow to respond and gameplay tiresome. 29%

**DOUBLE DRAGON 3**
FLYING EDGE £39.99
Hopefully the final episode in the abysmal *Double Dragon* battle. Five stages of repetitive and graphically useless, street fighting. 35%

**DRACULA**
PSYGNOSIS £39.99
Guiding Harker through the Dracula scenarios is a rather dated and uninteresting horror show despite the chilling and well drawn scenes and movie scenario. 65%

**DRAGON'S FURY**
DOMARK £39.99
Official release of *Devilish*. Stunningly addictive game that has superb graphics and sound with tons of brilliant bonus rooms. 81%

**DUNGEONS AND DRAGONS**
IMPORT
*Dungeons and Dragons* will certainly test your RPG skills to the limit. Superb graphics and unlimited challenge make this a must. 84%

**DYNAMITE DUKE**
SEGA £34.99
The *Op Wolf*-style behind the shoulder perspective works well and there are loads of well-drawn punks to mow down. Sadly, it's much too easy. 73%

**EARNEST EVANS**
IMPORT
The original version that was later to become one of the first Mega-CD games. Guide your intrepid explorer through countless scenarios in this colourful adventure. 72%

**EA HOCKEY**
ELECTRONIC ARTS £39.99
Was, in its day, one of the most accurate sport conversions ever. However,the improved *NHLPA Hockey* puts it down a few points. 85%

**ECCO**
SEGA £39.99
Dolphin fans should find this more than addictive. Guide Ecco through murky waters in a desperate search to find his lost, loved ones. Excellent graphics and very original. 93%

**ELEMENTAL MASTER**
IMPORT
This shoot-'em-up contains too few levels and they're all too easy to conquer. The gameplay is involving and very addictive. 81%

**EL VIENTO**
IMPORT
This game not only looks great, it also plays like a dream. The animation and statics encourage you to venture further, even though it is tough. 88%

**ESWAT**
SEGA £34.99
This conversion of ESWAT is accurate. The parallax, multi-directional scrolling gives the impression of a huge game. Very challenging and addictive. 80%



# PRO TIPS

CHEATS TRICKS CODES

## THE BIG GAMES BUSTED EVERY MONTH BY THE UK'S TOP SEGA PLAYERS!

**The postbag has been overflowing with tips this month. A particular mention goes out to everyone that sent in the *Jungle Strike* passwords, but as you'll see there has been a complete guide to the brilliant game in this and last month's issues. If you have found a tip or need some ProHelp, why not write in to the SegaPro team – the best game busters in the business.**

**Send your tips, cheats and problem posers to:**

**ProTips, SegaPro, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.**

**Remember, there's loads of SegaPro goodies just waiting to be won if you solve a readers' problem or send in the Star Tip of the month.**



### SPIDER-MAN

MEGA DRIVE

LEVEL SELECT

Go to the options screen and choose the difficulty level, then press and hold diagonally Up/Right plus A, B and C on pad 1. At the same time, keep pressing START on pad 2. Exclamation marks (!!!!) should appear. Now start the game, pause it, then press A to restore web, B to restore energy, A and C to become invincible and finally A, B and C to skip to the next level.

**Shakzeb Khan, UAE**



### WONDER DOG

MEGA-CD

LEVEL CODES

The following list shows the level codes for Wonderdog.

| LEVEL | CODE |
|---|---|
| 1 | Mystic |
| 2 | Ankles |
| 3 | Ledzep |
| 4 | Reeves |
| 5 | Pixies |
| 6 | Woopie |

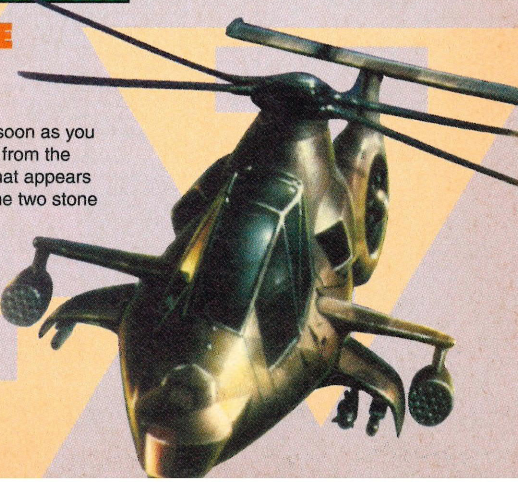
### JUNGLE STRIKE

MEGA DRIVE

EXTRA LIVES

On Campaign 7 (River Raid), as soon as you start the mission, go directly east from the base. Fly over the landing zone that appears almost immediately, then round the two stone pillars to find four pyramids and two gatling guns. Blast all the pyramids to reveal and extra four lives for when you're in the Stealth Fighter!

**Chris Potter, St Albans**



**EUROPEAN CLUB SOCCER**
VIRGIN £39.99
If you like your soccer sims designed this way then this is perfectly executed. The graphics are large, move around convincingly and set a believable atmosphere. Probably the best MD footy so far. 82%

**EVANDER HOLYFIELD'S BOXING**
SEGA £39.99
Good main sprites and extremely challenging gameplay makes it a better than usual simulation. Crunching sound effects are realistic. Awesome! 84%

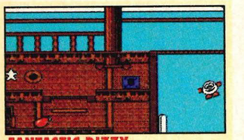
**EXILE**
IMPORT
A strange mixture of RPG, platform and puzzle, makes *Exile* an intriguing game to play. Admirable and well worth seeing. 78%

**EX-MUTANTS**
SEGA £34.99
Save the population from extinction in the aftermath of World War III. Detailed graphics and impressive sound. Let down by gameplay. 69%

**F1**
DOMARK £44.99
Speed your way around the world in this fantastic racing sim. There are 12 different tracks that are authentically recreated and loads of player options. 86%

**F-1 CIRCUS**
IMPORT
Addictive and playable, *F-1 Circus* was, in its time, one of the best arcade driving sims. With plenty of courses worldwide, it's great fun. 82%

**F-1 GRAND PRIX**
IMPORT
Great roaring sound effects and superb graphics make this racing fun. It may not be as fast as *F-1 Circus*, but the visuals are superior. 87%



**FANTASTIC DIZZY**
CODEMASTERS £39.99
Dizzy's adventures are recaptured on the MD to great effect with bright colours, cute and detailed character illustrations and constructive puzzles. 90%

**F-15 STRIKE EAGLE II**
MICROPROSE £39.99
This is another classic flight sim from the company with a good reputation for producing quality aviation software. Great graphics, superb sound and relentless action. 88%

**F-22 INTERCEPTOR**
ELECTRONIC ARTS £39.99
Plenty of scenarios to be shot down in, including Iraq, with Saddam shedding tears for his beloved comrades. It's now very dated. 72%

**THE FAERY TALE ADVENTURE**
ELECTRONIC ARTS £39.99
One of the biggest and most challenging games ever. Fans of RPGs and adventures will love it, but it's also very accessible and ideal for newcomers. 81%

**FANTASIA**
SEGA £39.99
Although the graphics are astounding, it's full of poor collision detection, frustrating restart points and repetitive gameplay. Very, very tough. 81%

**FATAL FURY**
SEGA £44.99
A fairly credible *Street Fighter II* clone with plenty of action and moves to begin with but the interest will falter, unless you play it on the hardest difficulty setting. 84%

**FASTEST 1**
IMPORT
Full marks for splitting the screen for two-player racing, but zero for looks and gameplay. Racers are essentially simple, but surely not this basic? 48%

**FATAL LABYRINTH**
SEGA £19.99
*Fatal Labyrinth* is far too easy to offer any real challenge to the experienced adventurer. It may prove ideal for the novice to dig into and complete. 68%

**FATAL REWIND**
ELECTRONIC ARTS £39.99
Originally titled *The Killing Game Show*, this makes excellent use of the the machine's capability. Head-bangingly wicked soundtrack and super graphics accompanies this vast thinking-man's platformer. 86%

**FATMAN**
IMPORT
This is not *Street Fighter II*, but it certainly packs a punch. Well worth a play, with comical characters parading across the screen. 64%

**FERRARI GRAND PRIX CHALLENGE**
FLYING EDGE £39.99
Possibly the worst racing game available. Poor graphics and jerky scrolling make it terrible. Monotonous grinding sound doesn't help. 38%

**FIGHTING MASTERS**
IMPORT
Here's another of those games with visuals designed only to conceal the fact that there's nothing else there. Okay beat-'em-up for wimps. 30%

**FINAL BLOW**
IMPORT
As this is criminally easy, you shouldn't look for value. The boxers look great, but their power is so immense no-one stands a chance. 42%

**FIRE MUSTANG**
IMPORT
Somehow, a WW2 setting for a shoot-'em-up just doesn't seem right. The large graphics slow the gameplay below an acceptable speed. 55%

**FIRE SHARK**
SEGA £19.99
Fun shoot-'em-up with everything but challenge. Good graphics, immense power-ups and a large array of opponents, but there are better. 75%

**FLASHBACK**
US GOLD £44.99
If you thought *Another World* was good, wait until you see this! It has more than the first version with better graphics and animation. 94%

**FLICKY**
SEGA £29.99
The graphics are appalling, with some tiny sprites, simple backgrounds and the gameplay is monotonous. 37%

**THE FLINTSTONES**
SEGA £39.99
Fred Flintstone has been kicking around for a fair old time and now he stars in his own MD game! Fun graphics and gameplay in this platform adventure. 79%

**FORGOTTEN WORLDS**
SEGA £34.99
Repetitive gameplay becomes very trying. The stages are long and the enemies varied, making this a tough, but enjoyable, shoot-'em-up. 72%

**G-LOC**
SEGA £39.99
More mindless violence! An almost identical version to the arcade as you take to the skies and blast away as many enemies as possible! 80%

**GADGET TWINS**
IMAGITEC £37.00
Superb graphics and wonderful cartoon FX make this a top import title. Hilarious fun to play and totally cute. A wonderful scrolling action packer where your hammer takes pride of place. 89%

**GAIARES**
IMPORT
Yet another coin-op conversion. *Gaiares*, however, is an impressive shoot-'em-up which should keep all blast-'em fans happydespite its lack of originality. 81%

**GAIN GROUND**
SEGA £19.99
A simultaneous two-player game! Control a band of fighters who must shoot, bomb and jump their way through a massive landscape. 87%

**GALAXY FORCE II**
SEGA £19.95
Okay, this looks like the real thing, but it's miles off the mark. It has been totally slaughtered. No playability, less challenge – a total loser. 20%



**GAUNTLET IV**
TENGEN £39.99
With use of Sega's four-player tap adaptor, this classic fantasy adventure never seems to die with the fourth in the series struggling to produce new ideas despite its popular history. 83%

**GENERAL CHAOS**
ELECTRONIC ARTS £44.99
The haphazard battle between two military generals, Chaos and Havoc, produces chaotic and addictive gameplay with a soft shade of humour that makes this an original piece of software for the collection. 91%

**GEORGE FOREMAN'S KO BOXING**
ACCLAIM £39.99
A poor attempt that should have been put to sleep the moment the programmers finished. 54%

**GHOSTBUSTERS**
SEGA £19.99
All the characters we know and love have been turned into Japanese mutants with massive heads. It's no fun to play. 28%

**GHOULS 'N' GHOSTS**
SEGA £44.99
A pricey, but great arcade adventure that has already become a classic. There's no excuse to charge over the odds. Trouble is, everyone should at least try it! 90%

**GLOBAL GLADIATORS**
VIRGIN £44.99
Wonderful platform game where you fire custard at Slime Monsters and collect McDonald's arches. The graphics and sound are excellent. The gameplay is highly original and packed with challenging levels although longevity is in question. 89%

**GODS**
IMPORT
Testing platform adventure fun at its best. Stunning graphics with authentic and powerful backgrounds and, as yet, not officially released. Only available from Japan and the States, but is worth seeing. 92%

**GOLDEN AXE**
SEGA £19.99
In its day, a truly pioneering arcade adventure. Too easy, but the game contains loads of locations and aggressive adversaries. 72%

**GOLDEN AXE II**
SEGA £19.99
Even easier than the original. This remix contains loads of new tough creatures to eradicate and some neat story screens. Buy one if you must, but not both. 75%

**GOLDEN AXE III**
IMPORT £34.99
The third in the series offers no real difference in gameplay apart from an option to choose your route at times during the quest. Let's not see a fourth release please! 62%

**GRANADA X**
SEGA £29.99
Fancy controlling a 20-tonne tank to rescue a kidnapped girl. Addictive and the top-down view adds a novel aspect to an ordinary shoot-'em-up. 77%

**GRANDSLAM TENNIS**
SEGA £39.99
Run-of-the-mill tennis game, unofficially released as *Jennifer Capriati Tennis*. Very plain and basic graphics with nothing exciting to offer in the way of gameplay. 59%

**GREENDOG**
SEGA £39.99
Control the hip Greendog as he ventures through the wild side. Well-animated, but far too easy. A difficulty setting would've helped. 80%

**GREY LANCER**
IMPORT
Ultra fast scrolling shoot-'em-up. Awesome soundtrack and nothing less than superb gameplay. The weapon selection adds even more fun. 83%

**GUNSTAR HEROES**
SEGA £39.99
The original ideas and unique gameplay add to the fun and excitement of this two player shoot-'em-up that boasts effective and colourful backdrops. 87%

**GYNOUG**
SEGA £19.99
At the end of each level there are some disgusting guardians. This alone makes the gameplay fun. Gels well and is worth a look. 76%

**HARDBALL**
IMPORT
An average baseball simulator that looks nice, but doesn't offer a thing when it comes to the gameplay. Try something in the RBI series. 32%

**HARDBALL III**
ACCOLADE £39.99
Baseball games come and go, but *Hardball III* will keep obsessive fans happy for a very long time with its excellent graphics and great gameplay. 80%

**HARD DRIVIN'**
TENGEN £39.99
Viewed from within the car, this uses filled vector graphics to display the road etc and is, despite its critics, a very playable driving game. 83%



**HAUNTING**
ELECTRONIC ARTS £49.99
Vito and Flo have made sure their brother has a nasty death so they get their inheritance. The haunting is entertaining but with only four levels and an easy challenge the lasting interest is minimal. 75%

**HEAVY NOVA**
IMPORT
Robots in a colourful, but rather poor, one-on-one beat-'em-up. Another CD conversion which certainly hasn't worked with the use of a cart. There are plenty better in this genre. 29%

**HEAVY UNIT**
IMPORT
This shoot-'em-up's point of interest is that you can change the shape of your ship. It adds a tactical aspect to an average Japanese game. 68%

**HELLFIRE**
IMPORT
Weird and wacky shoot-'em-up that has a loyal following of fans who would swear by it. Great graphics and variety fail to hide its weak challenge. 69%

**HERZOG ZWEI**
SEGA £19.99
You wouldn't think this was an official release. Even so, it's a fair attempt at combining strategy with arcade action among tanks. 76%

**HIT THE ICE**
IMPORT
This arcade conversion is let down by poor gameplay. Players are too slow and awkward to direct, destroying any incentive to progress in the tournament. 32%

**HOME ALONE**
SEGA £39.99
Completely average spin-off from the hit movie. Average graphics and sound. Below average gameplay and ultimately totally boring. 54%

**HUMANS**
IMPORT
Nice little puzzle game in which humans are controlled to clear levels. Okay graphics and sound, but nothing too special. 80%

**IMMORTAL (THE)**
ELECTRONIC ARTS £44.99
*The Immortal* combines brilliant visuals with tough puzzles to create a monster of a game. Above all, there are almost 20 different, gory death sequences. 83%

**INDIANA JONES: LAST CRUSADE**
US GOLD £39.99
A fairly decent platformer that follows the film well, but with only five short and easy levels, there may not be enough here to please ardent games players. 72%

**INSPECTOR X**
IMPORT
This is a truly superb shoot-'em-up and one of the very few import games to excel. While the gameplay keeps you stuck to it like a limpet, the graphics continue to surprise and the sound keeps the adrenaline pumping. Almost necessary kit. 90%



**INTERNATIONAL RUGBY**
DOMARK £39.99
This rugger sim is the first of its kind and hopefully the last. It lacks any stadium atmosphere and scoring a try is so straight forward and easy. Any strategic capabilities go out the window here. 39%

**ISHIDO: THE WAY OF THE STONES**
IMPORT
Fans of the ancient Chinese game Shanghai, will love this simulation. Quite why you should spend £35 on a board game is beyond us, but each to their own. 64%

**J LEAGUE PRO STRIKER**
IMPORT
Soccer is becoming big in Japan and this game coincided with the start of their new J League. A great footy sim, with everything you'd expect in a match, including a four player option. It's faster on Kap machines! 90%

**JAMES BOND - THE DUEL**
DOMARK £39.99
James Bond offers his services to rescue a few dumb blondes. Neat animation and flawless graphics are helped along by spot-on effects. 80%

**JAMES POND**
ELECTRONIC ARTS £39.99
This was the first MD game to be programmed solely in the UK. Unfortunately, everything is far too bland as you swim around saving the environment. 70%

**JAMES POND II**
ELECTRONIC ARTS £39.99
Some said this was better than *Sonic* – one thing's for sure, it's much faster! The graphics are super slick, the gameplay challenging and, above all, it's a really fun game to play. A brilliant sequel. 90%

**JENNIFER CAPRIATI TENNIS**
IMPORT
Run-of-the-mill tennis game, released officially as *Grandslam Tennis*. Very plain and basic graphics with nothing exciting to offer in the way of gameplay. 59%

**JEWEL MASTER**
SEGA £34.99
Initially impressive, with some smooth parallax scrolling and a good deal of colour splashed on the screen. But just too repetitive. 61%

**JOE MONTANA FOOTBALL**
SEGA £19.99
One of Sega's first attempts at an American football game, but not even the great Joe Montana can save it from being unplayable and totally boring. 57%

**JOE MONTANA II**
SEGA £34.99
This Sportstalk game from Sega includes real-life running commentary. Very innovative, but it's far from making it a hit. The side-on view is not as good as *John Maddens*. 75%

**JOE MONTANA III**
SEGA £34.99
A much updated sequel which would have been considered a good alternative if it weren't for the sheer quality of EA's *Madden 93*. Nice try, all the same. 84%

**JOHN MADDEN FOOTBALL**
ELECTRONIC ARTS £39.99
Single-handedly started the American football following on the Mega Drive. This is real fun to play, although it's far too easy. 84%

**JOHN MADDEN FOOTBALL 92**
ELECTRONIC ARTS £39.99
The updated graphics and sounds make this everyone's choice for a footy game. Although it's very accurate, you only need to use a limited array of passes to get anywhere. 92%

**JOHN MADDEN FOOTBALL 93**
ELECTRONIC ARTS £39.99
Same as the others, but with updated team line-ups and Greatest Ever teams. Hardly worth buying if you already have *Madden 92*, but if you haven't got one, buy this. 92%

**JORDAN VS BIRD**
ELECTRONIC ARTS £39.99
Although there's a great one-on-one basketball game and two decent sub games, it suffers from the lack of a decent full game option. 78%

**JUNCTION**
IMPORT
*Junction* adds a new flame to the fire by mixing a *Pipe Mania* type game with a slide puzzle, resulting in a very challenging game. 81%

**JUNGLE STRIKE**
ELECTRONIC ARTS £44.99
Each of the nine campaigns has a variety of missions and scenarios that will have you totally absorbed for weeks! With so many enemies and superb gameplay, this is an awesome leap forward from *Desert Strike*. 96%



**JURASSIC PARK**
IMPORT £49.99
The creatures that once lived 30 million years ago are cleverly animated to good effect in a standard platformer that boasts some great backdrops. 85%

**KABUKI SOLDIER**
IMPORT
Exciting beat-'em-up featuring sumo wrestlers and other similarly overweight persons. Scrolling backdrop is exquisite, but a mite easy for old hands. 73%

**KA-GE-KI**
IMPORT
Known also as *Fists of Steel*, this beat-'em-up is nothing spectacular. Tiny bodies with big heads romp about in an effort to beat each other up. Need we say more? 36%

**KID CHAMELEON**
SEGA £39.99
The Kid must venture over and underground to save his mates. Best of all, he can change his persona, resulting in constantly changing gameplay. 78%

**KING COLOSSUS**
SEGA IMPORT
Japanese adventure game with a long introductory sequence. Nine stages of pretty, but uneventful, adventuring. Learn the lingo first! 43%

**KING'S BOUNTY**
IMPORT
A blocky and rather boring RPG with huge amounts of bland landscape to cover. With much to explore it is bound to appeal to many RPG gamers. 66%

**KING SALMON**
IMPORT
Fishing simulator with lots of addictive gameplay. Detailed graphics help make it fun to play and ultimately very competitive although it is a very basic game. 68%

**KING OF THE MONSTERS**
SEGA £39.99
King of the Monsters isn't all that good, but it is funny as monster fights monster while trying to cause as much destruction in the over-populated cities. 57%

**KLAX**
DOMARK £39.99
This is still one of the most infuriating puzzle games to play. Excellent sound and constantly changing graphics ensure lasting gameplay. 80%

**KRUSTY'S SUPER FUN HOUSE**
FLYING EDGE £39.95
A platform where you control The Simpsons' Krusty. Unfortunately, you're always waiting for something exciting to happen and boredom sets in. 75%

**LAND STALKER**
IMPORT
Fantastic adventure game with tremendous graphics and a huge game area to cover. Currently in Japanese text, but well worth waiting for officially. 84%

**LAKERS VS CELTICS**
ELECTRONIC ARTS £34.99
This was one of the first EA sports games to fully utilise the EASN playing characteristics. It's incredibly realistic, looks great and the action is hot. 80%

**LAST BATTLE**
SEGA £19.99
This is a disappointing beat-'em-up because the graphics are great, but are let down by slow, repetitive gameplay. 58%

**THE LEGEND OF GALAHAD**
ELECTRONIC ARTS £39.99
Nothing more than an average platform game with an element of RPG to boost its rating. Detailed graphics, but ultimately boring and uneventful. 64%

**LEMMINGS**
SEGA £39.99
The finest puzzle game to hit any machine let alone the MD. Take control of numerous amounts of assorted Lemmings and keep their population alive. Super addictive fun and wicked soundtracks play on each level. 90%

**LHX ATTACK CHOPPER**
ELECTRONIC ARTS £39.99
A far from original helicopter simulation set within the hostile air zones of the Middle East. Nothing special about the vector graphics or sound. Should appeal only to diehard war junkies. 70%

**LOTUS TURBO CHALLENGE**
ELECTRONIC ARTS £39.99
Very nearly the ultimate car racing game. A blinding realism of speed and fantastic graphics give the required edge over anything else. 89%

**M1 ABRAMS BATTLE TANK**
SEGA £39.99
If you like tanks then this could tickle your fancy. The graphics are impressive and the sound functional, but the real delight is in controlling the massive chunk of metal. 80%

**MAGICAL MR TALUROOT**
IMPORT
A platform game with the usual cute characters, but it soon becomes boringly repetitive. Possibly appealing to the younger games player. 36%

**MARBLE MADNESS**
ELECTRONIC ARTS £34.99
If you were a fan of the coin-op, you'll love this. It's an exact replica; the only difference being lack of trackball and challenging levels. Still, very playable and enjoyable. 82%

**MARIO LEMIEUX HOCKEY**
SEGA £39.99
Despite the Sega hype, this failed to impress. Viewing the match from the side fails dismally, making it very hard to work out moves and *NHLPA Hockey* runs all over it. 73%

**MARVEL LAND**
IMPORT
A great game with vast amounts to do and explore. Platform adventuring with a tinge of cuteness and probably a test of anyone's skill. 73%

**MASTER OF MONSTERS**
IMPORT
A boring strategy where only the master of the monsters can stand a chance of winning. A total waste of money and not recommended. 28%

**MASTER OF WEAPON**
IMPORT
This vertically scrolling shoot-'em-up is playable enough and scrolls plenty fast for most people, but you'll complete it too soon. 72%

**MAZIN WARS**
SEGA £39.99
A great combination of beat-'em-up and shoot-'em-up action. Lots of enemies, some lovely graphics and engrossing gameplay. 81%

**MEGA LO MANIA**
VIRGIN £39.99
Ever wanted to be God? Now is your chance. An absolutely brilliant game which includes stunning gameplay and it's all very challenging. Not a moment too soon, either. 92%

**MEGAPANEL**
IMPORT
*Tetris*, but fresher and better presented than the old Russian puzzler. There are some great graphics and varied gameplay, making it an addictive game. 83%

**MEGA TRAX**
IMPORT
This deserves credit for trying, but fails to come off as the enjoyable game that a 4x4 beach racer should be. Split-screen versus adds to the play. 59%

**MERCS**
SEGA £19.99
Identical to the arcade, this boasts stunning graphics and beefy sounds, but is too easy for most players. 75%

**MICRO MACHINES**
CODEMASTERS £39.99
The definitive in stupidity, but it works well. Race your miniature car around the breakfast table or on little Timmy's bedroom floor. All-action raciness in a class of its own. There's nothing else just quite like it. 90%

**MIDNIGHT MADNESS**
IMPORT
Coin-op conversion which fails to impress. Average quality graphics and sound which will only appeal to die-hard fans of the arcade game. 47%

**MiG-29 FIGHTER PILOT**
DOMARK £39.99
A challenging and exciting flight sim that takes you through five tough missions in the Middle East. Some




great polygon graphics and relentless cockpit dramas! 82%

**MIGHT & MAGIC**
ELECTRONIC ARTS £39.99
Ground-breaking and hugely popular RPG which grows on you the more you play it. Loads of characters to interact with and tons of items to examine and use. 82%

**MIKE DITKA FOOTBALL**
BALLISTIC
£34.99
The graphics are poor, but the game is addictive. Mike Ditka doesn't have the charisma of John Madden, but his comments make more sense. 78%

**MONOPOLY**
IMPORT
A good representation of the board with superb animation. The banker doesn't cheat and rules are adhered to, but why not buy the original board version for £10 instead? 44%

**MONSTER LAIR**
SEGA £19.99
Controlling a sword-wielding young lass may excite you, but the whole adventure through the greenery soon gets very tedious. 40%

**MOONWALKER**
SEGA £19.99
A fairy tale adventure where you have to save captured children. The graphics and animation are top-notch, but it will be completed quickly. 78%

**MORTAL KOMBAT**
ACCLAIM £49.99
A one-on-one beat-'em-up that's almost a perfect conversion of the arcade original. The life-like graphics and superb animation make this one of the best fights ever! 93%

**MS PACMAN**
IMPORT
Blocky graphics are even worse than the original arcade game. 32 colours can be displayed on screen at any one time, but not here. 28%

**MUHAMMAD ALI'S BOXING**
VIRGIN £39.99
There are ten boxers you must beat before becoming the number one rank. Each boxer is superbly animated and the ringside atmosphere is terrific. Even if you're not a boxing fan, this is a real knockout. 81%

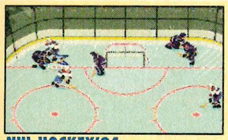
**MUTANT LEAGUE FOOTBALL**
ELECTRONIC ARTS £39.99
A great idea that is let down by the lack of depth that made the *John Madden* series a timeless classic. If you found *John Madden'* too deep, then try this for more fun. 70%

**MYSTIC DEFENDER**
SEGA £19.99
A blasting frenzy for the first couple of plays, but it soon turns into nothing more than a boring wander through the far eastern undergrowth. 65%

## NEW ZEALAND STORY
IMPORT
This is a super conversion of Taito's hot platform coin-op in the style of *Bubble Bobble*. The two-player mode is excellent fun and only slows up occasionally. 85%

**NBA ALL STAR CHALLENGE**
IMPORT
The lack of a full-game tournament option lets it down, but there are lots of challenges against the computer or second player. 68%

**NHLPA HOCKEY '93**
ELECTRONIC ARTS £39.99
The definitive ice-hockey simulation. Similar to the original, *EA Hockey*, but lots more stats and real players, each with their own characteristics. Because of stats, better than the original in one-player mode, but slower and tougher. 94%



**NHL HOCKEY'94**
ELECTRONIC ARTS £44.99
In contrast to *NHLPA '93*, this has 72 different types of organ music with a great atmosphere and fast, furious gameplay. However, due to the complete lack of scoring ability, this rates lower than *NHLPA '93*. 74%

**NINJA BURAI**
IMPORT
An RPG that requires an understanding of the Japanese language. All on-screen instructions, gauges and indicators make life very difficult. 79%

## OLYMPIC GOLD
US GOLD £39.99
The MD is short of this kind of sporting compilation, but *Olympic Gold* more than manages to fill the gap that has been created. Best played with a crowd of players. 81%

**ONSLAUGHT**
IMPORT
An excellent medieval platform beat-'em-up that comes recommended – if you can find a copy. Be prepared for one of the best platformers available today. 81%

**OUTLANDER**
IMPORT
An enjoyable drive'n'blast game that will please anyone who fancies themselves as a Mad Max clone, but more of the same really! 62%

**OUT RUN**
SEGA £19.99
This still has a basic undefinable draw. Perhaps it's the joy in burning up other road-users. Sadly, it slows down when too much gets on screen. 75%

**OUTRUN 2019**
SEGA £39.99
This isn't another episode in the *Outrun* saga! Set far into the future, it's the best *Outrun* so far and offers a wicked challenge with detailed graphics. 63%

## PAC-MANIA
DOMARK £34.99
3-D Pac-Man is a rather pleasant outing. The graphics are excellent, which makes the whole thing a joy to play. 78%

**PAPERBOY**
DOMARK £39.99
A fine conversion firmly entrenched in people's hearts. Lots of new streets and even more hazards to circumnavigate. It still lacks and two-player versus mode. 60%

**PAPERBOY 2**
DOMARK £39.99
Another fine conversion, but there's still no two player versus mode. Still if you are a fan of the original, then this is more of the same, with very little else added. 63%

**PGA TOUR GOLF**
ELECTRONIC ARTS £39.99
Slightly better than *Arnold Palmer* due to its realism (you even get the occasional bird tweeting) and improved graphics. 88%

**PGA TOUR GOLF II**
ELECTRONIC ARTS £44.99
A successful follow-up to one of the best golfing games ever. New courses and a bigger challenge await players, but it is very similar to the original having few changes other than a few more courses. 90%

**PHANTASY SOLDIER 3**
IMPORT
As the majority of gamers won't have heard of this game, if you see it, buy it! A top quality platform adventure with excellent graphics and even better gameplay. 86%

**PHANTASY STAR II**
SEGA £59.99
First of the mammoth RPG series. It's fairly easy to get into which is encouraging. Old-hands may find it too easy, though. 70%

**PHANTASY STAR III**
SEGA £49.99
Now this is more like it – ten quid cheaper than the original! The progress shows with improved graphics, but the sound is still very weak and it's still very pricey for what you get. 78%

**PHELIOS**
SEGA £34.99
Mediocrity is the order of this shoot-'em-up, with bog-standard audio visuals and ordinary gameplay. Another one you'll finish the day you get it. 60%

**PIGSKIN FOOTBRAWL**
IMPORT
Based loosely on the rules of American football, except it's 200 times more violent! Brilliant fun, which works surprisingly well in two-player mode. 75%

**PIT-FIGHTER**
DOMARK £49.99
Improved digitised graphics, gut wrenching sound and the appeal of battering opponents to death. How could this fail to be a winner? 87%

**POPULOUS**
ELECTRONIC ARTS £39.99
One of the most over-rated games ever. This certainly isn't an action game, yet the strategy isn't clever enough to keep mental players enthralled for long. 65%

**POWERBALL**
IMPORT
The graphics are very simple in what is a cross between wrestling, martial arts and soccer. The original idea is innovative, but poorly executed. 74%

**POWER CHALLENGE**
ACCOLADE £39.99
Reverse angle replays, well drawn fairways and a realistic sense of depth and control on the two courses are the main features of this average golf sim. 72%

**POWERMONGER**
ELECTRONIC ARTS £39.99
A massive land-conquering mission has to be undertaken. Unfortunately, the graphics and sound let it down and long-lasting appeal is seriously affected. 72%

**PREDATOR 2**
FLYING EDGE £34.99
Futuristic street violence bash-'em-up. Seven stages with three skill levels and plenty of hostage rescuing to be done. It is relatively difficult and will keep you going for a while. 80%

**PRO QUARTERBACK**
IMPORT
A playable enough game, but it's too unoriginal. Ardent sports fans will enjoy it, but bemoan the lack of a tournament option. 70%

## QUACKSHOT
SEGA £39.99
You could be forgiven for thinking you were watching a Disney cartoon on TV – that's how cool the animation is. One of THE best games for the Mega Drive. Add it to your collection. 93%

**QUAD CHALLENGE**
IMPORT
Four-wheeler buggies racing round an indistinguishable race track. The sprites are as poor as the track, so this game is a total failure and very, very un-playable. 16%

## RAIDEN TRAD
IMPORT
More shoot-'em-up fare from the Far East. The graphics are okay, but there's nothing – not even a two-player mode! It's far too easy too. 37%

**RAINBOW ISLANDS**
IMPORT
With two games in one – an accurate coin-op conversion and a super-charged toughie for pros – this is one platform game you'll be playing for ages. Cute graphics and sound plus very addictive gameplay. 92%

**RANGER-X**
SEGA £39.99
Sega seem to have pushed the machine to its limits with 128 colours on-screen simultaneously! Although the difficulty seems to be set high, it will keep you coming back for more and more! 92%

**RAMBO III**
SEGA £19.99
Shooting the gun-toting inhabitants of a forest always seems to have a strange attraction. But the action becomes very repetitive and the collision detection poor. 76%

**RASTAN SAGA 2**
IMPORT
Take control of your gallant hero and guide him through a maze of dangly platforms. Reasonable graphics, but poor gameplay. 61%

**RBI 3 BASEBALL**
IMPORT
The baseball simulation without a difference. Screens full of statistics and an incredibly difficult batting motion. Don't expect anything out of the ordinary. 72%

**RBI 4 BASEBALL**
IMPORT
A tough simulation where hitting the ball is the main obstacle. Perfect this and you'll discover the outfield is all too bland. 78%

**THE REVENGE OF SHINOBI**
SEGA £19.99
Still considered to be the best game of the oriental beat-'em-up, magic-'em-up genre. The graphics are big and beautiful with some excellent backdrops. Another essential purchase for every Sega owner. 90%

**RINGSIDE ANGEL**
IMPORT
The appallingly sluggish gameplay ruins this women's wrestling game. Even the graphics haven't been exploited. 60%

**RINGS OF POWER**
ELECTRONIC ARTS £49.95
Extremely large, extremely colourful and extremely difficult sum this up. If you can survive for any length of time, it will entrance you. 79%

**RISKY WOODS**
ELECTRONIC ARTS £39.99
Interesting varied background graphics and atmospheric music make it fun to play, but possibly not fun enough. Still, a good challenge. 72%



## SUPER FANTASY ZONE
MEGA DRIVE
LEVEL SKIP

HELP!

**Mike Anderson** from **Frome** is currently struggling with this game. Don't worry, you're not the only one.
Fortunately, **Karl Booth** from **Sheffield** sent in a bundle of tips and cheats for the game. The most useful of these being the level skip. To get this, press PAUSE on joypad one and then hold DOWN, LEFT and START. Press B on joypad two and a pass will be displayed on-screen. Press C on the second joypad and you'll skip to the next round.






## ALIEN³
MEGA DRIVE
LEVEL SKIP

At the beginning of the game, go on to the option screen and put your credit (tries) up to nine. Then press the following buttons on Pad Two: C, up, right, down, left, A, right, down, START. You should now hear a bleep to indicate the cheat is active. After this, start the game as usual. To skip a level, press START, C, A, B and the screen will flash green . Press START again and you'll go on to the next level.
**J Cuillinoers, Merseyside**

## PGA TOUR GOLF II
MEGA DRIVE
CPU HANDICAP

Select a skins match and choose the CPU as your opponent. When its player is on the green, press START and select green from the options screen and press A. Move the cursor in any direction away from the hole and press START. It will now take the shot that you've set-up.
**Philip Grey, Preston**




## JAGUAR XJ220
MEGA-CD
ALWAYS WIN

Go to the options menu and highlight the box with 1/NAME in the top-left corner. Erase the name and put in MAR. Exit and go to the menu to choose the world tour option then choose the country you want to race in. Wait until the race commences and press START to pause the game. Simultaneously press A, B and C to have a victory in every race.



**ROAD BLASTERS**
IMPORT
Converted from the coin-op, but unfortunately it is dismally poor. If you can put up with the poor scrolling, it may bring back a few memories. 39%

**ROAD RASH**
ELECTRONIC ARTS £39.99
You have to race a motorbike through the countryside, overtaking or clubbing other competitors, and avoiding the cops. Great fun. 85%

**ROAD RASH II**
ELECTRONIC ARTS £39.99
Same as the original. Take control of your motorcycle in a hectic race against other villainous bikers. Enormously addictive and the fantastic addition of a two-player mode should keep everyone happy. 92%

**ROLLING THUNDER 2**
SEGA £39.99
Be prepared for encounters with hoods brandashing sub-machine guns, panthers and 18-wheel juggernauts.. 88%

**RUNARK**
IMPORT
Save the wildlife in this Indy-style adventure beat-'em-up. There are just too many annoying aspects that stop it from being great. 58%

**SAINT SWORD**
IMPORT
An adventure with the little man with a sword routine. The background graphics are impressive, but is over-shadowed by bad animation. 64%

**SD VALIS**
IMPORT
This is a sad Japanese arcade adventure. In fact, the whole thing is mildly disturbing. There's very little content to keep you playing. 35%

**SHADOW BLASTERS**
IMPORT
This is a beat-'em-up which fails to impress. Poor graphics and virtually non-existent gameplay. Once again, a very strange game. 46%

**SHADOW DANCER**
SEGA £39.99
The addition of a dog to do your dirty work and help you out of awkward situations adds a welcome element to an attractive beat-'em-up. 83%

**SHADOW OF THE BEAST**
ELECTRONIC ARTS £19.99
Beautiful sound and graphics are let down by monotonous gameplay which could leave you bored out of your skull. Lacks content. 68%

**SHADOW OF THE BEAST II**
ELECTRONIC ARTS £39.99
The long awaited follow up to the original beastly adventure. Teasing puzzles combined with atmospheric music and mystical graphics. 78%

**SHINING IN THE DARKNESS**
SEGA £44.99
Set a standard which the Mega-CD would have been hard-pushed to follow. One look at the graphics and you know it's something special. Very challenging, smart-looking and addictive. 88%




**SHINOBI III**
SEGA £34.99
Using mystical powers in a Ninja world that's futuristic and modern, this is an adventurous platformer with plenty of pick-ups and ninja magic. 80%

**SHINING FORCE**
SEGA £44.99
The best RPG to be released on the MD. Fantastic graphics combined with brain-teasingly difficult puzzles and fun combat scenes. 93%

**SHOVE IT**
IMPORT
As the title may imply, you literally shove things into where they belong. Really plain graphics which offer nothing more than the gameplay. 30%

**SIDE POCKET**
SEGA £34.99
Reasonably uneventful pool simulation with a few sexy women to boost its sales. The tables are dull, but a few trick games and extra options liven the proceedings. 64%

**SLIME WORLD**
IMPORT
Todd must escape from the planet he is stranded on. All the surroundings are convincingly slimy, but there's just too much green stuff for this to be bearable. 64%

**SNOW BROS**
IMPORT
Arcade style graphics and gameplay make this a winner. Although there are far too many enemies to snowball, it's still hugely addictive and brilliant fun! 79%

**SOKOBHAN**
IMPORT
Not much fun as you move crates around a warehouse. Lacks any sparkle to give incentive to keep anyone playing long. 59%

**SOL-FEACE**
IMPORT
A CD conversion without the sound quality. Otherwise, there's very little difference between the two formats. A very average shoot-'em-up. 56%

**SONIC THE HEDGEHOG**
SEGA £34.99
Sega's supersonic hero's first outing is just what everyone says it is, purely brilliant. Unfortunately it doesn't have much depth and the game is easily completed, but it has to be experienced. 90%

**SONIC THE HEDGEHOG 2**
SEGA £39.99
The best game of 1992. *Sonic 2* delivers the goods in style. Little can fault this brilliant piece of software. Hyper-speed platform adventuring at its best. Everyone should play it! 94%

**SPACE HARRIER II**
SEGA £19.99
The poor sound, appalling collision detection and awkward playing view may prove too much for most ardent fans. This only ever worked in the arcade. 62%

**SPACE INVADERS '90**
IMPORT
Definitely for oldies who remember playing this ultimate classic. The variation makes a change from the modern shooters, but the enthusiasm runs thin. 79%

**SPEEDBALL II**
VIRGIN £39.99
Techno-rugby for the insane. Pitch and players are both graphically superb, giving a great futuristic feel. Grunts and groans are also wicked. Play a friend or computer, but play it! 92%

**SPIDER-MAN**
SEGA £19.99
All the bad guys are here along with some excellent story-telling screens. Dodgy collision detection makes for frustrating gameplay. 85%

**SPLATTERHOUSE 2**
NAMCO £39.95
Chainsaw machismo at its fiercest. Eight stages of blood-thirsty and totally tasteless graphics, combined with equally sadistic music. 86%

**SPORTS TALK BASEBALL**
SEGA £39.95
A difficult simulation to pull-off, but this is a real winner. Graphically excellent and great fun. Very difficult to beat the computer. 80%

**STAR CRUISER**
IMPORT
Completely unplayable due to Japanese text. Try it out if you must, but interest could soon wane. 35%

**STARFLIGHT**
ELECTRONIC ARTS £49.99
Deep space mining is the name of this game. Plenty of combat, but also plenty of strategy. Beware of repetition, though. 80%

**STEEL EMPIRE**
ACCLAIM £39.95
A horizontal shoot-'em-up with huge sprites that seem innovative, but exterminating wave after wave of them becomes monotonous. 50%

**STEEL TALONS**
DOMARK £39.99
The MD hasn't been utilised to its full potential and fails to impress as much as the arcade game. Chopper combat at a lower level. 54%

**STORMLORD**
IMPORT
A cutesy adventure game with intriguing, but not difficult, puzzles. Instantly likeable, but too hard, making it repetitive and quite boring. 73%

**STREET SMART**
SEGA £34.99
This beat-'em-up's gameplay is limited due to the small array of martial arts moves. It's also very easy to complete the game on your first go. 67%

**STREETS OF RAGE**
SEGA £34.99
This was widely accepted as the most gruesome beat-'em-up when first released, but it penultimately lacks challenge. Moves are wide-ranging and the sound effects and tunes awesome, but it could all be over on the first go. 83%

**STREETS OF RAGE II**
SEGA £44.99
An good beat-'em-till-they-bleed offering. The massive 16Mbit cart has been used to its full potential. Teamplay and versus modes make the overall game something to relish, if that's what you like. 87%

**STRIDER**
SEGA £19.99
All stages, bar the last, are easily completed. The graphics on some will have you awe-struck, but too many sprites on screen causes the dreaded slowdown syndrome. 87%

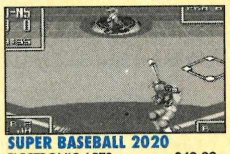
**STRIDER II**
US GOLD £39.99
This action-packed platformer follows the tradition of the original, although it's been totally revamped for a more modern feel. Unfortunately, there are no passwords, so it's going to be a fair while before you finish it. 76%

**SUMMER CHALLENGE**
ACCOLADE £34.99
Budding athletes are given eight different summer time sports. The sprites are well animated and very realistic, but unfortunately, events are too short. Gameplay is also a little dated to say the least. 52%

**SUNSET RIDERS**
KONAMI £39.99
Authentic cowboy and indian action is similar to coin-op, but with less detailed graphics. One of the best platform shooters around that shouldn't be ignored! 85%

**SUPER AIRWOLF**
IMPORT
Also known as *Crossfire*, this shoot-'em-up certainly packs a punch. Very fast gameplay and superb graphics makes it a winner, but it ultimately lacks variation. 53%

**SUPER BATTLETANK**
IMPORT
This tank sim may appeal to your basic instincts, but complete and utter boredom sets in. Far too easy to offer any challenge and nowhere near realistic. 44%



**SUPER BASEBALL 2020**
ELECTRONIC ARTS £49.99
Robots and human are mixed in a futuristic version of the standard American game. Steel balls and tough armour make this a typically lethal and worthwhile release despite being over-priced. 82%

**SUPER FANTASY ZONE**
SEGA £34.99
Small sprites with extras including power-ups and big guardians. Corking good fun for a few hours, but after that your eyes may become weary. 67%

**SUPER HANG-ON**
SEGA £19.99
Super smooth scrolling at a mind-numbing pace ensures you'll get the thrill of motor biking every time you play this. The feel of racing is perfectly captured. 82%

**SUPER HIGH IMPACT**
IMPORT
A total of 18 teams should give American football fans something to find of interest. Good animation, but a lack of challenge due to the omission of a league. 73%

**SUPER HQ**
IMPORT
It's been over four years since *Chase HQ* was in the arcades and *Super HQ* certainly reminds you of this fact and offers very little. 52%

**SUPER HYDLIDE**
SEGA £19.99
Some RPGs just don't have what it takes to attract. In this, there just isn't enough to do; not enough people and very few places. Very boring. 49%

**SUPER KICK OFF**
US GOLD £44.99
May have been the best in its day, but although the scrolling is flawless, it is hard to control players' actions. Worth a look, though. 77%

**SUPER LEAGUE BASEBALL**
SEGA £34.99
Baseball is an essentially repetitive game. To stave off the boredom, there has to be loads of features and this should offer enough of these to keep you enthralled.One of the decent attempts at the sport. 82%

**SUPERMAN**
VIRGIN £39.99
Different to the import version, although it still doesn't quite hit the mark. Battle your way through five levels of traditional platform gameplay and watch out for the fiddly controls. 80%

**SUPER MILITARY**
IMPORT
This looks like a great little war game. There are loads of super statics that really build up the tension and set the scene for a very challenging confrontation. 80%

**SUPER MONACO GP**
SEGA £34.99
Lacks just one thing, a two-player mode. Everything else is here, especially the gameplay which makes you feel as if you're racing around the top GP circuits. 85%

**SUPER MONACO GRAND PRIX II**
SEGA £49.99
An absolutely rubbish racing simulator. Pretty graphics and all that, but useless gameplay and a virtually non-existent difficulty level. 41%

**SUPER OFF ROAD**
BALLISTIC £29.99
A brilliant conversion of the original bringing all the sights and sounds of 4x4 truck racing to the MD. One and two-player games are similarly addictive. 88%

**SUPER REAL BASKETBALL**
SEGA £34.99
The beautiful close-ups make this enjoyable to play. There are a few other neat effects that make this stand out from the crowd. 82%

**SUPER SMASH TV**
ACCLAIM £29.99
Highly acclaimed arcade game that is very tough, but successful controls and a sprite filled screen make it awesome. 85%

**SUPER THUNDER BLADE**
SEGA £19.99
A shoot-'em-up that's claim to fame is the two views (from behind the chopper and from above). All it does is confuse the gameplay. 73%

**SUPER VOLLEYBALL**
IMPORT
Taking a side-on view and scrolling the court across the screen, this is a very innovative interpretation, but you have to play the sport to enjoy it. 84%

**SUPER WRESTLEMANIA**
FLYING EDGE £39.99
Addictive two-player action in the ultimate WWF simulation. Wickedly detailed sprites and a barrel-full of special effects. 80%

**SWORD OF SODAN**
ELECTRONIC ARTS £39.99
Unbearably sluggish gameplay is a pity because the massive sprites that cause it are excellent. It's very difficult to get into and harder to like. 33%

**SWORD OF VERMILION**
SEGA £49.99
If you like your RPGs massive and incredibly tough, then this is just the ticket. If not, you can admire the ground-breaking graphics. 81%

**TAILSPIN**
SEGA £39.99
A completely boring platform game with the nice addition of a shoot-'em-up section. This doesn't improve the situation enough to make it fun. 61%

**TASK FORCE HARRIER EX**
IMPORT
The graphics and sound are poor, the gameplay flawed and the difficulty non-existent. An American offering that should stay that side of the Atlantic. 45%

**TATSUJIN**
IMPORT
Average vertically scrolling shoot-'em-up with basic control and pretty graphics, although now dated. Just another Japanese release. 46%

**TAZ MANIA**
SEGA £39.95
Ambient backdrops and a totally tasteful main character. A real adventure into the Taz Manian wilderness which should keep you compelled for months. 90%

**TEAM USA BASKETBALL**
ELECTRONIC ARTS £39.99
Excellent graphics make this simulation appear authentic, but closer inspection reveals abysmal animation and undesirable sound effects. 70%

**TECHNOCOP**
IMPORT
An original combination of a racing simulation and a platform game. The idea is fantastic, but the final product is absolutely rubbish. 29%

**TECMO WORLD CUP '92**
IMPORT
There are a few trick shots, but there's no real-life random aspect and no fouls, making the two-player mode the only real fun you'll have. 51%

**TECMO WORLD CUP SOCCER**
IMPORT
The greatest prize in football is up for grabs and 24 countries play in this disappointing soccer sim that lacks atmosphere. Progression through the tournament is also far too easy. 51%

**TECHNOCLASH**
ELECTRONIC ARTS £39.99
This is a challenging RPG shoot-'em-up with a mountain of options. Only once you get into the game, do you appreciate the appealing and addictive gameplay. 84%

**TEENAGE MUTANT NINJA TURTLES**
KONAMI £39.99
A superb beat-'em-up in the *SOR* style. Bright backdrops and large colourful Turtles. A superb two-player game, but possibly too short. 83%

**TEL TEL BASEBALL**
IMPORT
Everything is controlled by menus, there's an option to play over modem and because the play-offs tend to go on a bit, there's battery back-up. 60%

**THE TERMINATOR**
VIRGIN £39.99
This terrific film licence exceeded all expectations and was a real surprise. Packed with stills from the movie and stages directly linked, arcade blasters will be amazed. 89%

**TERMINATOR 2: THE ARCADE GAME**
ARENA £39.99
A fantastic game which allows the use of either joypads or the Menacer. 100% compelling action helped along by superb graphics and solid sound. Nine stages of virtual realism. 92%

**TEST DRIVE 2: THE DUEL**
BALLISTIC £34.99
This will certainly test novices and experienced drivers alike. Its secret success lies in the excellent car handling which feels just like the real thing. 86%

**THUNDER FORCE II**
SEGA £34.99
Sure has stood the test of time. The challenge is strong and the overall presentation excellent, with some super backdrops. 81%

**THUNDER FORCE III**
SEGA £34.99
Better than the original, this one will have you playing for ages. Those wacky backdrops make it stand out as a real arcade experience. 89%

**THUNDER FORCE IV**
SEGA £39.99
The latest offering in the *Thunderforce* adventure. Truly magnificent ultra-impressive graphics throughout and totally compelling gameplay. Shoot-'em-ups at the ultimate level. 92%

**THUNDERFOX**
IMPORT
It may only work on Jap machines, but don't feel as if you're missing anything here. The graphics are fun, but the sound is appalling. 33%

**THUNDER PRO WRESTLING**
IMPORT
The main fault is the terrible control method, but the limited moves means it's not much fun to play either. 57%

**TIGER HELI**
IMPORT
Previously exciting helicopter game. Unfortunately, this has seriously dated and can no longer be recommended to young or old. 28%

**TINY TOON ADVENTURES**
KONAMI £39.99
A wonderful adventure that borrows a lot of elements from the Warner Bros. cartoons. The colourful graphics and great animation set it apart. Fast, furious and completely mad! 90%

**TOEJAM & EARL**
SEGA £19.99
Destined to become a cult classic. Cartoon-style graphics and some of the best sampled sound you will ever hear. Can become tedious after a few plays, though. 88%

**TOKI**
SEGA £19.99
Lots of different pieces of music and arcade-quality graphics make this an ace platform game and an accurate conversion, but is too easy. 85%

**TORA! TORA! TORA!**
IMPORT
Also known as *Fire Shark*, this is an extremely average shoot-'em-up which has very little to offer to those looking for something a bit different. 75%

**TOXIC CRUSADERS**
IMPORT
Oh dear! Save the world from the threat of toxic poisoning. Take control of Toxie and help him in this dire scrolling arcade adventure. 38%

**TRAMPOLINE TERROR**
IMPORT
Despite the title, this has nothing to do with trampolines and there's even less terror involved. Speccy games are better than this. 20%

**TRAYSIA**
IMPORT
An American RPG that offers very little. Unacceptable graphics and lacking gameplay. Leave it! 17%

**TROUBLE SHOOTER**
IMPORT
*Forgotten Worlds* updated! Everything is extremely colourful and makes for a very good looking game. Not enough power-ups, though. 78%

**TRUXTON**
SEGA £34.99
Know as *Tatsujin* in Japan, this was a real hit when it was released. Although a normal, but easy vertical shoot-'em-up, it's immense fun. 84%

**TURBO OUT RUN**
SEGA £19.99
The first *Out Run* was brilliant in its time, but the old formula is looking very dated. Driving is very boring, requiring little skill or thought. 52%

**TURRICAN**
BALLISTIC £34.99
A challenging conversion of a game that plays well. The innovative shooting technique adds a new twist into this above average platform shoot-'em-up. 81%

**TWIN COBRA**
SEGA £34.99
Control your helicopter through dreary battle zones in this basic scrolling shoot-'em-up that has nothing special to offer the MD player. 50%

**TWIN HAWK**
SEGA £34.99
Another average shoot-'em-up that is criminally easy to complete. Usual fun initially, but it doesn't last. 59%

**TWINKLE TALE**
IMPORT
A psychedelic Japanese shoot-'em-up that offers great value for money. Superb intro music and a compelling storyline. Very intense and particularly challenging. 83%

**TWO CRUDE DUDES**
SEGA £34.99
The eponymous stars are excellent muscle men who relish the thought of going on the rampage – and so will you! This is tough. 88%



**TWO TRIBES**
VIRGIN £44.99
A physiological battle where the aim is to diminish the opposition's population. A well constructed strategic game which some simple, yet creative, background designs and simply hundreds of stages. 88%

**ULTIMATE SOCCER**
SEGA £39.99
Plenty of options are overshadowed by jerky scaling techniques and poor sprite movements in a game of football that lacks the essential atmosphere. 70%

**ULTIMATE TIGER**
IMPORT
Control one of the most heavily-armoured helicopters on Earth. Raw arcade blasting action with tons of weapons available to down the enemy. It's great fun. 80%

**ULTIMATE QIX**
IMPORT
This certainly plays like the classic board game, Othello. But, if you really must play it, why not buy the original? Basic graphics and sound with very few surprises. 55%

**UNDEADLINE**
IMPORT
You may be forgiven for thinking this is just a shoot-'em-up. After playing it, your opinion will alter. Mega power-ups and zombie level guardians keep everything alive. 85%

**UNIVERSAL SOLDIER**
ACCOLADE £39.99
*Turrican II* has been slightly modified to incorporate UniSol level bosses. Not as tough as it looks, but super gameplay. 86%

**VALIS**
IMPORT
The original hack-'em-till-they-die arcade adventure. Due to the release of *Valis III*, it's not worth bothering with this cart any more. If you must, dig it out for a laugh. 65%

**VALIS III**
IMPORT
Looks great, but is incredibly boring. Plethora of pictures featuring wide-eyed Japanese people can't save a monotonous arcade adventure. 78%

**VAPOR TRAIL**
IMPORT
The lack of difficulty pulls the rating down. While fun to play, with some breath-takingly fast gameplay, you soon find nothing challenging in the game. 57%

**VARIS SD**
IMPORT
This cute platform game leaves much to the imagination. Reasonable graphics, but nothing much else to offer the cutesy platform seeking gamesplayer. 58%

**VERYTEX**
IMPORT
This is one of those scrolling shooters that is actually quite good, although dated. Big and beefy guardians to beat and tough levels throughout. 80%

**WANI WANI WORLD**
IMPORT
The graphics make you wonder if it wasn't designed under the influence of a hallucinogenic substance. Two-player mode is addictive, but only mildly challenging. 85%

**WARDNER**
IMPORT
A boring platform game which has nothing to offer and purchasing it may prove to be a complete waste of your money. 25%

**WARDNER SPECIAL**
IMPORT
The only fun aspect is beating the oncoming hordes. While the usual elements are here, most will be dissatisfied with the sheer lack of any detail. 48%

**WARPSPEED**
ACCOLADE £39.99
As an intergalactic space pilot, you must single-handedly prevent aliens from invading the Earth. A brilliant idea, although gameplay is totally unrealistic and the graphics are very dated. 36%

**WARSONG**
IMPORT




**WONDER BOY V**
SEGA £39.99
The fifth, and most probably last, game in the current series. Maybe they are trying to compete with the Friday the 13th series. Sadly, if you've played one, then you've played them all. 75%

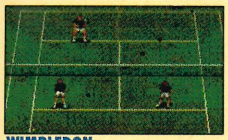
You'll need quite a lot of patience to fully appreciate this wargame – if you can take time to study the manual and fully see the game beneath it. One for armchair generals. 80%

**WHEEL OF FORTUNE**
IMPORT
If luxurious apartments and condominiums are your desire, don't waste your money on this. Absolute rubbish with 4500 uninteresting questions. 43%

**WHERE IN THE WORLD IS CARMEN SANDIEGO?**
ELECTRONIC ARTS £39.99
An unsuccessful return of the highly acclaimed edutainment game. The upper-class villains are too easy to capture, so it's boring for the experienced adventurer. Kids won't be fooled. 59%

**WHERE IN TIME IS CARMEN SANDIEGO?**
ELECTRONIC ARTS £49.99
You must, yet again, get on the trail of Carmen Sandiego and capture her using your trusty Desk Encyclopaedia. A more successful attempt than the previous outing, but it's still very lacking in entertainment. 70%

**WHIP RUSH**
SEGA £34.99
The backgrounds in this shoot-'em-up are superb and scroll along at pixel-blurring speed. It's very, very playable and attractive too, but there has since been better games releases. 65%



**WIMBLEDON**
SEGA £39.99
Get into a competitive spirit with a four-player Tap and a worthwhile tennis package. An average tennis sim with the Tap giving it the edge over many other tennis releases. 80%

**WINTER CHALLENGE**
BALLISTIC £39.99
Eight different events make up this snow-laden epic, but it fails to convey the realism in most events and soon becomes tedious. Still, there's nothing else like it. 78%

**WONDER BOY III**
SEGA £34.99
The two-player game is brilliant fun and very interactive, but the levels are so repetitive. Recommended for two players only and single players should try elsewhere. 79%

**WONDER BOY IV**
SEGA £39.99
More fun than the original, or any other for that matter, but it's still too tedious to be an all-time classic. The graphics are impressive, but they fail to make Wonder Boy the cult figure he so badly wants to be. 82%

**WORLD CLASS LEADERBOARD**
US GOLD £39.99
Complete with the speech samples, this old classic finally arrives on the big Sega. Sadly, it fails to capture the realism of its main competitor, *PGA Tour Golf*. 77%

**WORLD CUP ITALIA 90**
SEGA £19.99
This suffers from the same limited moves of *Tecmo World Cup '92*. Still, it was a brave attempt at the time and should be applauded for it. 76%

**WORLD OF ILLUSION**
SEGA £39.99
The wonderful world of Disney appears on the MD. This fantastic display of enchanting graphics and addictive gameplay should keep both young and old compelled. 89%

**WRESTLE WAR**
SEGA £19.99
Getting the moves is so infuriating that your wrestling more with the joystick than with the actual game. 74%

**XDR**
IMPORT
A mysterious shoot-'em-up, mainly due to the lack of information about it. Also known as *X-Dazzldy-Ray*. 54%

**XENON II**
VIRGIN £34.99
Only the poor collision detection and occasional screen slowdown prevent this from being an essential shoot-'em-up purchase. 80%

**X-MEN**
SEGA £34.99
A conversion of the *X-Men* arcade would've made a much better game, but this is okay as long as you like killing things and nothing else! 78%

**Y'S 3: WANDERERS FROM Y'S**
IMPORT
An in-depth RPG which offers a considerable challenge. Fans of tough games will love it, but if you're not one, then steer clear. 78%

**ZANY GOLF**
ELECTRONIC ARTS £39.99
Normal golf is a strange enough game, but this is barmy. A great party game and a very polished product. 66%

**ZERO WING**
SEGA £19.99
Horizontal shooter which is flawed by its small graphics and ease. Looks like *R-Type*, but won't give any of that game's fans any problems. 77%

**ZOOM**
SEGA £29.99
Painter games live on, but only just in this cheap and cheerful puzzler. Average graphics and sound. Soon gets either too boring or too frustrating. This isn't up to much. 48%

**You may have noticed that we've spent some time updating the scores. So, many have changed dramatically . Tune in next month for the top Sega reference.**

## MAZIN WARS

**MEGA DRIVE**
**LEVEL SKIP**

HELP!



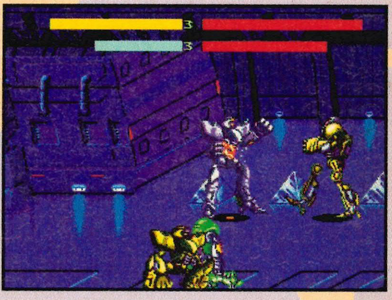

**Q** Ever since I bought *Mazin Wars* on the Mega Drive, I've been having difficulties in getting further than the second guardian. Is there a code or tip you have that will help me as the whole game is driving me up the wall!
Andrew Parsons, Bristol

**A** If you wish to skip 75% of the game and want a cheat that enables you to fight only guardians then read on. From the options screen, highlight the music option, then change it to 18. Next, highlight the sound option and change this number to 72. After this press START and all will be revealed.

## CYBORG JUSTICE

**MEGA DRIVE**
**SECRET OPTION MENU**

Here's a nice little cheat that will enable you to change weapons, select levels, increase lives – and a lot more! First, start the game and assemble your cyborg in the assembly room. Now, go into the game and pause the action. At this point, press the following buttons very quickly in the following order: C, B, B, C, C, A, C, B. When this is done correctly, a brand new options screen will appear. From this screen you'll be able to select up to 255 lives, add or take away players, record your own demo and much, much more.



## PRINCE OF PERSIA

**MASTER SYSTEM**
**LEVEL CODES**

| LEVEL | CODE | LEVEL | CODE |
|---|---|---|---|
| 2 | GJKIEV | 8 | MJEJEW |
| 3 | GIHHDP | 9 | OIJJEC |
| 4 | LNHMHI | 10 | KFHJZL |
| 5 | HHKHCR | 11 | UOOPID |
| 6 | LKMFG | End Screen | RKJEJ |
| 7 | JHGHCP | | |

**Allan McMurdo, Ayrshire**

## WOLFCHILD

**MASTER SYSTEM /GAME GEAR**
**LEVEL SELECT**



To start on any of the five levels, simply enter this useful password code to take you onto the select screen – J8TPR

## THUNDERHAWK

**MEGA-CD**
**UNLIMITED ARMOUR/WEAPONS**

Start any mission on *Thunderhawk* and just as you start flying, press START and push up, right, left, down on the D-Pad. Then release the START button to go onto missiles. You should now have unlimited missiles and armour. Happy shooting!



## EUROPEAN CLUB SOCCER

**MEGA DRIVE**
**TOURNAMENT SKIPS**

Here are some passwords for cheating your way to later rounds on one of the MD's popular footy releases.

| ROUND | CODE |
|---|---|
| Second Round | CQVAAA9AAA |
| Quarter Finals | DD7CAA9ECA |
| Semi Finals | FL7DAA96CA |
| Final | HT7EAA9ICA |

**Simon Ward, Gillingham**



## The Pros' TOP 50

mega drive

1. Jungle Strike
2. Sonic The Hedgehog 2
3. NHLPA Hockey '93
4. Flashback
5. Castle Of Illusion
6. Ecco
7. Quackshot
8. Mortal Kombat
9. Cool Spot
10. Shining Force
11. John Madden Football '92/'93
12. T2: The Arcade Game
13. Ranger-X
14. Road Rash II
15. Gods
16. Mega lo Mania
17. Thunderforce IV
18. Speedball 2
19. Rainbow Islands
20. General Chaos
21. Another World
22. College Football
23. PGA Tour Golf II
24. Tiny Toon Adventures
25. J League Pro Striker
26. Fantastic Dizzy
27. Lemmings
28. Revenge Of Shinobi
29. Micro Machines
30. Desert Strike
31. Sonic The Hedgehog
32. James Pond II
33. Taz-Mania
34. Corporation
35. Inspector X
36. Ghouls'n'Ghosts
37. Rocket Knight Advs
38. Universal Soldier
39. Thunderforce III
40. Bulls vs Blazers
41. The Terminator
42. Two Crude Dudes
43. Bart vs The Space Mutants
44. Bulls vs Blazers
45. Lotus Turbo Challenge
46. World Of Illusion
47. Shinobi III
48. Global Gladiators
49. Gadget Twins
50. Rolling Thunder 2

MEGA DRIVE CHARTS • MEGA DRIVE CHARTS • MEGA DRIVE CHARTS • MEGA

# PRO CHARTS

It's all blood and Gore this month with *Mortal Kombat*, *Jurassic Park* and *Jungle Strike* all shooting to the top end of the charts in style. In the coming weeks *Street Fighter II* is likely thunder to the top perch no doubt.

### OUR PRICE – GAME ZONE

1. Mortal Kombat
2. Jurassic Park
3. Jungle Strike
4. Bubsy
5. Micro Machines
6. Flashback
7. PGA Tour Golf 2
8. Cool Spot
9. Super Kick Off
10. ECCO

### Virgin GAMES

1. Jungle Strike
2. Micro Machines
3. Jurassic Park
4. PGA Tour Golf 2
5. Populous 2
6. Bubsy
7. X-Men
8. Flashback
9. Cool Spot
10. Road Rash II

### HMV

1. Mortal Kombat
2. Jurassic Park
3. MiG 29
4. Jungle Strike
5. Micro Machines
6. Populous II
7. Bubsy
8. X-Men
9. Flashback
10. NBA Star Challenge

# PRO SCORES

Okay, you've played the game, you've finished the levels, you've found all the objects and you've scored all the points. Now it's your chance to become a part of SEGAPRO. We know our readers are the best in the land and just to prove it, here's your chance to become immortalised in the pages of SEGAPRO. The first thing to do is be like the Pros and play a game until some ridiculous hour in the morning, racking up a ridiculously high score. Now fill in the form below giving all the details we ask for (if we didn't want 'em we wouldn't ask for 'em). Now take a photo of yourself (or get someone else to take it), preferably as wacky as possible. Be warned, any boring pictures will be doctored for our own pleasure! Get some proof of your score, either a friend's signature or a photo of the screen. Now send the whole lot to ProScores, SEGAPRO, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.

## GAME GEAR

**COLUMNS**
103, 143 Shaun Wells, Leigh-On-Sea
42,925 Darren Walker, Smethwick
30,660 Johnathan Owen, Crewe

**DONALD DUCK**
899,200 Karen Roe, Cumbernauld
516,400 Matthew Williamson, Telford
385,100 John Marshall, Co Durham

**G-LOCK**
270,650 Terry Andrews, Hastings
258,440 Steve Kinder, Stoke-on-trent
169,500 Sean Parris, Surrey

**JOE MONTANA FOOTBALL**
127-0 (Pro) Matthew Williamson Telford
127-7 (easy) Andrew Ship, Newbury
99-0 (Pro) Robin Westblom, Chislehurst

**SONIC THE HEDGEHOG 2**
629,700 Nicholas Hambridge, Woodstock

**NINJA GAIDEN**
65,800 Jack Jackson, London
26,800 Nicholas Turner, Leeds

**STREETS OF RAGE**
430,000 Karl Benat, Whitchurch
414,000 Jonathan Owen, Crewe
144,200 Bob Porter, Brisbane

**TINY TOONS**
6,190,200 Richard Sheldrick, Birmingham

**WORLD CLASS LEADERBOARD**
10 under David Wheeler, Sunderland
9 under Peter Lavendor, Burn Moor

## MEGA DRIVE

**ALIEN 3**
6,020,700 Carl Souley, Cleveland
6,125,120 Mick Mercer, London
3,567,402 Robert Edge, Eltham

**CALIFORNIA GAMES**
163,550(BMX) Lee Potten, E Sussex
105,600(BMX) David Knight, Liverpool
88,540 (BMX) Clare Lerche, Washington

**COOL SPOT**
378,600 Chris Flowers, Gillingham
234,000 Carlos Madrid, Bournemouth
199,870 Michael Barmby, Wakefiel

**DRAGONS FURY**
22,920,300 Peter Brodie

**JOHN MADDEN 93**
326-3 Andy Duncombe, Winchester
145-7 Alex Jasper, Bournemouth
139-15 Tony Allingdale, Bristol

**JUNGLE STRIKE**
13,610,756 Mark Hill, Sega Pro
12,989,500 Richard Guy, Fife

**LOTUS TURBO CHALLENGE**
85,238,787 Richard Guy, Fife

**PGA TOUR GOLF 2**
–37 A Marson, Barnsley
–31 Kenny Carman, Chichester
–26 Andy Stephens, Kidderminster



**SONIC THE HEDGEHOG**
*801,750*
*Scott Messer, Brighton*
724,600
Andrew Brown, Pontypool

## MASTER SYSTEM

**ALIEN 3**
760,500 Amy Willis, Westbury
602,805 Johnathan Place, London

**ASTERIX**
710,560 Paul Denney, Durham
611,100 Matthew Sinton, Cleveland
834,900 Ross Gibbens, London

**CALIFORNIA GAMES**
22,500 (Half Pipe) Richard Murland, Coventry
11,250 (Half Pipe)Leon Renn, Nuneaton

**GOLDEN AXE**
230 Matthew Alan, West Drayton
158 Kevin Fell, Croydon

**SHINOBI**
582,950 Matthew Walker, Chertney
560,450 Christian Weber, Chester
214,750 James Smith, Knutsford

**SONIC THE HEDGEHOG 2**
770,250 Kevin Smales, Harrow
618,900 Jonathan Place
642,100 Chris O'Byrne

**STRIDER 2**
1,345,600 James Clinton, Margate
980,765 Gavin Lewis, Aberdeen

**STREETS OF RAGE 2**
999,999 Lee Mayes, Merseyside
999,990 Chris Flowers,Gillingham
833,810 The Harlequin, London




**TINY TOONS**
435, 600
Lee Potten,
E Sussex

**WANI WANI WORLD**
463,800 Richard Salmon, Newbridge
429,700 Damien Giles, North Lancing

**This month we are introducing a new Proscores competition where you could win a SegaPro T-Shirt. All you have to do is send in a photograph of yourself with your scores and you could win one of five T-Shirts we have to give away! Send all scores to the usual address above.**

## HI-SCORE CHALLENGE

We want all your hi-scores, but every month we'll print a list of games that are new-ish. If you send in your hi-scores for them we can compare them with those from other readers.

| Mega Drive | Master System | Game Gear |
|---|---|---|
| Jungle Strike | James Pond II | James Pond II |
| F1 | Mortal Kombat | Mortal Kombat |
| Mortal Kombat | Ultimate Soccer | WC Soccer |
| Cool Spot | Power Strike II | Strider II |

# THE PROFILE

## MASTER SYSTEM

**ACE OF ACES**
SEGA £32.99
MS flight sims have never been complex and this isn't breaking any new ground. Average opening statics, but in-game graphics are pretty dreadful. 55%

**ACTION FIGHTER**
SEGA £12.99
Dodging, shooting or bumping into the vehicles soon gets very repetitive, even with a few surprise elements. Not enough overall content, though. 51%

**AGASSI TENNIS**
TECMAGIK £32.99
The king of bleached hair and hairy stomachs, takes to the Master System. This is a fairly decent attempt to cash in on the tennis season. 84%

**AERIAL ASSAULT**
SEGA £29.99
Ancient, but relies on old-fashioned principles of keeping the player busy. This shoot-'em-up is still quite a frenzy. Graphics and sound are now dated. 69%

**AFTER BURNER**
SEGA £14.99
Speed and frenetic action of the simple arcade machine still here. It contains all the coin-op features, even the flying flip which will send you well dizzy. 85%

**ALEX KIDD IN HI-TECH WORLD**
SEGA £29.99
Alex's worst outing ever. The main problem with this is the presence of a very harsh restart procedure which always places you back at the beginning when you die. 54%

**ALEX KIDD IN MIRACLE WORLD**
SEGA £24.99
This is undoubtedly his most successful attempt. It was designed in competition to Nintendo's Mario and uses many of the same popular and successful elements. Essential Sega software. 90%

**ALEX KIDD IN SHINOBI WORLD**
SEGA £29.99
Mixing ninja with a successful character. There's plenty of platform adventuring to keep you enthralled for ages. Only one player, though. 85%

**ALEX KIDD AND THE LOST STARS**
SEGA £29.99
Usually Alex Kidd provides you with a testing challenge that lasts for months. Not in this! Finding the lost stars won't take you very long. 79%

**ALF**
TONKA £29.99
Poor sprite collision, badly designed graphics, limited sound effects and a repetitive game target. Don't bother with it! 16%

**ALIEN 3**
ACCLAIM £32.99
As with the MD and GG versions, this is brilliant. Guide Ripley through the treacherous space-ship in a stunning platform adventure. Loads to do and power-ups galore make it a definite winner. 90%

**ALIEN STORM**
SEGA £9.99
Massive "save the human race" game, with cool visuals, but a bit on the easy side. A sort of *Golden Axe* in the 21st century. Recommended for gamers everywhere. 87%

**ALIEN SYNDROME**
SEGA £29.99
If you can get hold of a friend, this game becomes a real pleasure to play as you team up to explore and destroy the seven alien-infested ships. 85%

**ALTERED BEAST**
SEGA £14.99
Appalling conversion of a popular coin-op. It's a beat-'em-up, but is severely flawed and made very average due to the flickery sprites and jerky scrolling. 50%

**AMERICAN BASEBALL**
SEGA £29.99
Baseball games are in abundance on console. This offering allows you to manage one of 26 teams plus the usual bat and pitch play. Good for one or two players. 83%

**AMERICAN PRO FOOTBALL**
SEGA £29.99
This takes a top-down view of the proceedings. The graphics are small, but distinct and have a little animation. Good for beginners as everything is kept simple. 79%

**ARCH RIVALS**
FLYING EDGE £32.99
Basketball with attitude problem as all the rules are thrown out of the window in a no-holds-barred fight for victory. The fun is limited to two-player mode. 83%

**ARCADE SMASH HITS**
VIRGIN £29.99
*Centipede*, *Break-Out* and *Missile Command* all in one cartridge. All the games are fairly basic in content, but the addictiveness and playability shines through. 82%

**ASSAULT CITY**
SEGA £14.99
A superb shoot-'em-up in all areas. The action is kept fast and furious and even though there are only six levels, it's quite a challenge. 83%

**ASTERIX**
SEGA £29.99
Whatever you do, don't miss out on this tour de force of arcade adventuring. The graphics could have been taken from the comic book, and the incidental music is more than just that. New Age MS excellence. 94%

**ASTRO WARRIOR**
SEGA £29.99
Usual shoot-'em-up stuff and there's nothing here to make you think different. Pick up the power-ups, learn the attack strategy and Bob's your uncle. 67%

**AZTEC ADVENTURE**
SEGA £12.99
Could have been a fun arcade adventure if you didn't get chucked back to the start every time you die. If the graphics weren't good, it would be insufferable. 70%

**BACK TO THE FUTURE II**
IMAGE WORKS £34.99
Pathetic movie tie-in that has the odd good-looking graphic that you may recognise. Don't buy it anyway because it'll disappoint. 24%

**BACK TO THE FUTURE III**
FLYING EDGE £34.99
Much better sequel, but has only three stages and they get easier. The programmers have taken recognisable bits from the film. 79%

**BANK PANIC**
SEGA £17.99
If you're one of the few people with a Phaser gun, then this cheap offering presents quite good value for money. Many humorous moments. 71%

**BART VS THE SPACE MUTANTS**
FLYING EDGE £32.99
The first Simpsons game to hit the Sega and certainly better than its Nintendo counterpart. Of all the Sega versions, this is definitely the most impressive, packed with challenge and playability. 93%

**BASKETBALL NIGHTMARE**
SEGA £29.99
An innovative approach which is inspired by the film, Teen Wolf. Monster teams line up against each other. Solely to make you laugh. 88%

**BATMAN RETURNS**
SEGA £29.99
Follows in the Mega Drive's footsteps in that it looks great, but is fairly unplayable. Waste of a good licence. 53%

**BATTLE OUT RUN**
SEGA £29.99
You simply have to zoom down the road, avoiding the traffic, catch up with the drug dealer's car and stop him. Tiresome *Out Run* rehash. 67%

**BLACK BELT**
SEGA £24.99
A criminally easy beat-'em-up. Incredibly poor graphics with backdrops containing little more than a wall and some sky. Unexciting and repetitive. 41%

**BLADE EAGLE 3-D**
SEGA £19.99
Addition of some 3-D graphics pulls this shoot-'em-up above the usual offerings. Little challenge on the early levels, but punishes on the last. 77%

**BOMBER RAID**
SEGA £29.99
Testing as you try to take out both air and ground targets. Not difficult mentally, but certainly tests patience and quickly becomes exceedingly boring. 33%

**BONANZA BROS**
SEGA £29.99
Great graphics and some extra bonus stages. Primarily a two-player game, but it's also brilliant in one player as you try to find the loot on ten frantic stages. 90%

**BUBBLE BOBBLE**
SEGA £29.99
Although an ancient piece of software, it's a real classic. Essentially repetitive, but very addictive in two-player. 86%

**CALIFORNIA GAMES**
SEGA £29.99
Six events – skateboard, footbag, surfing, BMX, half-pipe and frisbee – means long-lasting challenge and enhanced playability. 83%

**CALIFORNIA GAMES II**
SEGA £32.99
Hanging ten and catching waves may be gnarly in California, but it's not very interesting on the Master System. Every event looks very dated and gameplay is far too simple. 58%

**CAPTAIN SILVER**
SEGA £29.99
Finding buried treasure in real-life is pretty tough. Despite being difficult, the superb sprites and sound will keep you playing for ages. 82%

**CASINO GAMES**
SEGA £29.99
This should help solve your addiction to one arm bandits in five minutes. After playing all of the Las Vegas-based games, you'll be sick of the sight of them for good. 44%

**CASTLE OF ILLUSION**
SEGA £29.99
Mickey's adventure through the magical forest and castle is one of the best games on the MS. Brilliant animation and sprite definition make this an all-time classic. 94%

**CHAMPIONS OF EUROPE**
TECMAGIK £34.99
Early versions of this game were plagued with bugs, but ignoring these, the actual game is great, with many innovative features and great gameplay. 92%

**CHASE HQ**
SEGA £14.99
What *Battle Out Run* was trying to be, but this isn't much better. It takes ages to reach the druggies' car and if you mess up it takes ages to relocate them again. 72%

**CRASH DUMMIES**
ACCLAIM £32.99
A pretty addictive game that has five short challenges. A nice try, but there is so little to it! 52%

**CHOPLIFTER**
SEGA £24.99
Although the graphics and sound look grim, the playability shines through. Recommended as one of the most enduring and addictive games of all-time. 85%

**CHUCK ROCK**
VIRGIN £29.99
A hilariousNeanderthal platform adventure with dynamic graphics and a super intro tune. As atmospheric as the MD version is and equally addictive. 84%

**CLOUD MASTER**
SEGA £29.99
You control a strange little fellow who simply goes around on his faithful white cloud shooting everyone. Loads of big guys throughout the five skyward levels. 60%

**COLUMNS**
SEGA £24.99
Possibly the best Sega machine implemention of this excellent *Tetris* beater. It is far more enjoyable and rewarding than the popular original, especially when plaing in two-player versus mode. 91%

**CYBER SHINOBI**
SEGA £14.99
The Shinobi series never seems to stop and although different, this contains similar elements seen in the others. Gameplay lacks content and it's fairly easy. 68%

**CYBORG HUNTER**
SEGA £24.99
While the seven levels of the fortress you have to explore are certainly vast, they lack content. It's fun at first, but the repetition becomes very tedious and annoying. 62%

**DANAN: THE JUNGLE FIGHTER**
SEGA £29.99
Stuck in the jungles, you must fight your way through the undergrowth and the inordinate amount of unfriendlies. Good, if a little repetitive. 72%

**DEAD ANGLE**
SEGA £29.99
A simple *Op Wolf* clone. It adds nothing new to the genre and, therefore, becomes too boring very quickly. Give it a miss if you know what's good for you. 51%

**DICK TRACY**
SEGA £14.99
Blurred graphics, jerky animation and is totally unplayable. One of the worst film tie-ins ever. 21%

**DOUBLE DRAGON**
SEGA £14.99
This is a very accurate conversion suffering only from being a bit too easy for a game with only a few levels and similar gameplay. 70%

**DOUBLE HAWK**
SEGA £14.99
Two fighters must blast all who stand in their way, picking up all the available power-ups. Great two-player action makes this a decent, albeit easy, shoot-'em-up. 70%

**DRAGON CRYSTAL**
SEGA £29.99
This seems lost and vacant in the abyss of a TV screen. Even so, there's enough challenge in there to keep RPG fans happy for months. 82%

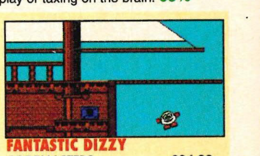
**DYNAMITE DUKE**
SEGA £29.99
If you like your action simple point 'n' shoot you can go wrong here. It's very similar to *Operation Wolf*, but the graphics are far superior. 72%

**DYNAMITE DUX**
SEGA £29.99
A cute and colourful arcade beat-'em-up that is very addictive and challenging. The dodgy scrolling occasionally affects play, but overall it's a lot of fun to play. 86%

**ENDURO RACER**
SEGA £9.99
Nothing like the arcade as you view your bike from above and race over an obstacle course. Plays surprisingly well, but there's a serious lack of a two-player mode. 68%

**ESWAT**
SEGA £14.99
A decent conversion of Sega's popular coin-op. You play a cop trying to gain promotion to the ESWAT branch. Enjoyable and challenging. 71%

**F-16 FIGHTER**
SEGA £14.99
Ten levels packed with MiGs. Sadly, it suffers from being too complex for its own good; it's neither simple fun to play or taxing on the brain. 63%

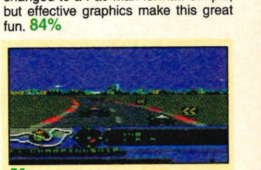


**FANTASTIC DIZZY**
CODEMASTERS £24.99
The fantastic cartoon scenario featuring Dizzy, Daisy and the evil Zaks has been recaptured on the MS with style. A very playable adventure that's domesticated for all the family. 92%

**FANTASY ZONE**
SEGA £12.99
For such a paltry asking price how can you ignore this ground-breaking shoot-'em-up? No-one has ever used colour to such effect on the MS; this game requires sun-glasses! A piece of history that can't be ignored. 91%

**FANTASY ZONE 2**
SEGA £24.99
More of the same abuse of the MS colour palette. Eight more levels that are just as tough and challenging as the original. 90%

**FANTASY ZONE 3**
SEGA £24.99
The shoot-'em-up game has been changed to a Pac-Man format. Simple, but effective graphics make this great fun. 84%



**F1**
DOMARK £29.99
A rookie release that fails to interpret the thrills of a real F1 championship like the MD version did. This basic racing sim has poor control and a lack of Grand Prix atmosphere. 61%

**FIRE AND FORGET II**
TITUS £29.99
Sod the storyline, let's just stick a gun on the car and see how it goes. Well it doesn't go too bad, actually. The best attempt at a car chaser yet. 84%

**THE FLINTSTONES**
GRANDSLAM £29.99
The quality of programming is evident, except everything is very simple to execute and soon bores you. For the young and inexperienced only. 70%

**FORGOTTEN WORLDS**
SEGA £14.99
With an abundance of shoot-'em-ups available, they have to be good to sell. This is far too easy and the controls are useless. Try anything else. 32%

**GAIN GROUND**
SEGA £29.99
You and a friend have to choose from a band of warriors and attack a number of progressively difficult strongholds. Good teamplay and very addictive. 82%

**GALAXY FORCE**
SEGA £29.99
This coin-op game is excellent fun. Some hideous enemy sprites, but it only makes you more determined to blow them to bits. A great shoot-'em-up conversion. 86%

**GANGSTER TOWN**
SEGA £24.99
Grab that Phaser gun and blast the varmints stepping on your turf. It's all harmless fun, but like most gun games, becomes boring. 65%

**GAUNTLET**
SEGA £29.99
Atari's famous four-player coin-op, but in two-player MS guise. It's just like the real thing, so if you can put up with the vastness of the original game, here it is in all its glory! 80%

**GEORGE FOREMAN'S KO BOXING**
ACCLAIM £29.99
Boxing simulation, also known as *Heavyweight Champ*, that offers different fighters. The gameplay is okay, but there's nothing new or original. 69%

**GHOSTBUSTERS**
SEGA £14.99
Find the ghost, bust the ghost, bag the ghost. Repeat till end. It all gets boring very quickly, even if busting the ghosts does require some talent. 50%

**GHOST HOUSE**
SEGA £17.99
Some things in life were never meant to be. This ghostly (ghastly) encounter

requires little skill and is aimed at very, very young players. 45%

**GHOULS 'N' GHOSTS**
SEGA £29.99
A great medieval romp through the undergrowth and onto gigantic guardians. It may not have all the special effects, but it plays like a dream. Buy it. 90%

**GLOBAL DEFENSE**
SEGA £12.99
A freak accident has caused missiles from all over the world to zoom off into space. You must blow them up. Simple, but effective. 75%

**GLOBAL GLADIATORS**
VIRGIN £32.99
It may look like one of the best MS games around, but the control method is a complete let down and is frustrating after about five minutes. 64%

**G-LOC**
SEGA £29.99
A joy to fly with plenty of action. The speed is phenomenal and graphics bearable. Okay arcade flight sim that works well. 83%

**GOLDEN AXE**
SEGA £14.99
A respectable attempt at portraying a favourite hack-'em-up. It suffers from one limitation; you only get the choice to control one player, not three. 85%

**GOLDEN AXE WARRIOR**
SEGA £32.99
Old Death Adder is back, but before you try to defeat him, remember that there's no arcade action – just lots of adventuring. 67%

**GOLFAMANIA**
SEGA £32.99
For one or two players, it may not look like a visual feast of golfing delights, but you'll be glad to hear that it's packed with playability and fun. 82%

**GOLVELLIUS**
SEGA £29.99
The evil Golvellius has dispatched seven of his top demons to prevent you from passing through the valley. Very challenging and graphically good, but lacks longevity. 77%

**GP RIDER**
SEGA £32.99
The riding stakes may be high, but the flickery sprites and poor graphics let *GP Rider* down. There's little variety between races and an annoying control method. 58%

**GREAT BASEBALL**
SEGA £24.99
Not as good as it pretends to be. Even so, for a game that is as old as this is, the graphics and sound are fairly decent and it's still playable. For sports fans only. 75%

**GREAT BASKETBALL**
SEGA £24.99
Die-hard fans of the sport will be more at home here. The two-player mode makes the game a real challenge, but the computer oppos are easy. 78%

**GREAT FOOTBALL**
SEGA £24.99
There is no reason to buy this game with the likes of *Joe Montana Football* already out. This is a crinkly attempt that doesn't contain any credible atmosphere. 60%

**GREAT GOLF**
SEGA £24.99
There is no reason to buy this game with the likes of *Leaderboard* already out. This is a crinkly attempt that doesn't contain any atmosphere. 63%

**GREAT ICE HOCKEY**
SEGA £29.99
Ice hockey simulation that, in its day, proved to be quite a success. Unfortunately, it needs the Sega Sports Pad controller to play. 50%

**GREAT VOLLEYBALL**
SEGA £24.99
The sprites are far too small to make this even remotely enjoyable. Presentation is grotty, not doing anything for the great sport. Too old to crack it with the big boys. 55%

## HANG-ON
SEGA £9.99
How can you resist this little beauty for just under a tenner? It's fairly quick, and not too jerky when weaving in and out. Not brilliant, but excellent value for those on a budget. 78%

**HEAVYWEIGHT CHAMP**
SEGA £24.99
Also known as *George Foreman's KO Boxing*, this does well in that the opposition put up a good fight. Much better on the Game Gear. 69%

**HEROES OF THE LANCE**
US GOLD £34.99
This is very slow and monotonous. Plenty of characters to play with, but even with the combat scenes boring, there's not much hope. 68%

**HOME ALONE**
SEGA £29.99
Bouncing around different houses, avoiding crooks and picking up items is the general idea in *Home Alone*. Each level has a nice variety of bright and colourful graphics, but the time allocated to search a house is far too short. 63%

## IMPOSSIBLE MISSION
US GOLD £29.99
An excellent conversion packed with everything from the original, even the speech. The animation is second to none. Superbly addictive and great gameplay. 90%

**INDIANA JONES 3**
US GOLD £34.99
Very, very frustrating. Not only is it hard, with restart points, but the collision detection is also suss. Still, the graphics are encouraging. 80%

## JAMES BOND
DOMARK £32.99
Not many sultry temptresses to be found here, but there are some excellent graphics and nice music. Let down ever so slightly by it's shallow gameplay. 78%

**JAMES POND II**
US GOLD £29.99
This platform adventure is very much like a shortened *Super Mario World* with each level carrying a colourful toy theme that's achieved by outstanding graphics. 92%

**JOE MONTANA FOOTBALL**
SEGA £29.99
If only it wasn't so blinking easy, it would keep you playing for ages. There are tons of moves plus Joe's recommendations. Overhead side-view works well. 78%

**JUNGLE FIGHTER**
SEGA £29.99
Scrolling sword-fighting game that becomes very addictive. Unfortunately, it's not very difficult and shouldn't take long to complete. 58%

## KENSEIDEN
SEGA £29.99
While there's no doubting the size of *Kenseiden*, it suffers from being very predictable and easy in parts. A large but overly simple beat-'em-up that fails to please. 54%

**KLAX**
TENGEN £29.99
Doesn't quite come up to scratch. The graphics aren't bad, but the sound is lacking and the colours blur rather badly. Still addictive and quite playable, though. 73%

**KRUSTY'S FUN HOUSE**
ACCLAIM £32.99
Krusty provides us with a very colourful and challenging platform adventure in which rats have to be led into traps maned by The Simpson family. 84%

**KUNG FU KID**
SEGA £24.99
You are blessed with a talisman that gives you supernatural strength and powers. Kung fu games are nothing new and this just continues the line of mediocrity. 60%

## LASER GHOST
SEGA £14.99
One of the better Phaser games, this can also by played just as effectively with the joypad. There are great statics and backgrounds. 84%

**LAND OF ILLUSION**
SEGA £29.99
A brilliant sequel to *Castle of Illusion*. This is one of the best platform games around and should take pride of place in any Master System owner's collection. A cutesy fun adventure for all the family! 92%

**LEMMINGS**
SEGA £27.99
Guide cute-and-cuddly characters through lots of stages of maze and puzzle madness. Simply brilliant graphics which go along with the game's simplicity. 89%

**LINE OF FIRE**
SEGA £29.99
Impressive vertical shoot-'em-up, lacking two-player mode. Detailed guardians and decent backdrops. More mindless, but thoroughly enjoyable entertainment. 82%

**LORD OF THE SWORD**
SEGA £29.99
This arcade adventure contains some great character sprites, but the backgrounds get a little unoriginal. Enjoyable, but simple. 80%

**THE LUCKY DIME CAPER**
SEGA £24.99
Donald's first excursion onto MS is amongst the best games around. The graphics are superb. Best of all, it's mega-tough, addictive and is excellent value. 94%

## MARBLE MADNESS
VIRGIN £29.99
Everything looks great and moves smoothly, but the time limit is pretty easy to beat. A very accurate conversion, though. 88%

**MARKSMAN SHOOTING**
SEGA £9.99
One of a limited amount of software released for the Light Phaser. Simple and fun to play, but *Safari Hunt* is far better. 43%

**MASTER OF DARKNESS**
SEGA £29.99
As chief vampire-blaster, it's up to you to rid Victorian London of vampires. A good platform game that should keep fans happy for quite a while. 80%

**MAZE HUNTER 3-D**
SEGA £19.99
Not exactly superb, but there's plenty of incentive to get going as tons of little sprites chase you round a maze. Quite big, but pretty easy. 72%

**MERCS**
SEGA £9.99
This has got to be one of the easiest games on the MS. It's a pity because there are some good graphics and the gameplay is fun. 73%

**MIRACLE WARRIORS**
SEGA £32.99
This RPG is surprisingly rather good. Controlled via menus that takes time. The graphics are good and the challenge high. 82%

**MISSILE DEFENCE 3-D**
SEGA £19.99
This is a grim old game. You'll need your 3-D glasses, but you won't miss much without them. Very repetitive and requires absolutely no talent. 46%

**MONOPOLY**
SEGA £29.99
Poor value for money. You could buy the Monopoly Deluxe table-top for less and it would still be more fun. It's accurate, but what's the point? 79%

**MOONWALKER**
SEGA £29.99
Luckily, the game is much better than the film, with attractive graphics and decent sound. 85%

**MORTAL KOMBAT**
ACCLAIM £34.99
A very good attempt at creating the blood'n'guts that were emphasised so well on the MD. There are only two backgrounds, but the fights are very playable and the difficulty is harder than on the MD. 93%

**MS PACMAN**
TENGEN £29.99
Even though this is a very accurate conversion of the Atari arcade machine, it doesn't quite hit the mark. Two-player is fun, but all too dated and it shows. 72%

**MY HERO**
SEGA £17.99
This game looks dreadful. It's a really simple beat-'em-up and not very taxing. If you're the school bully type, you'll love it. 64%

## NEW ZEALAND STORY
TECMAGIK £34.99
It's fantastic! Excellent graphics, 12 tunes to keep your ear-drums satisfied and all the platform madness you could wish for, but it's very hard. 88%

**THE NINJA**
SEGA £9.99
For just a tenner you can have this bargain bonanza of Samurai-swarmed forest awaiting your body-blowing talents. Poor graphics, though. 75%

**NINJA GAIDEN**
SEGA £32.99
One of the best beat-'em-ups. Compelling gameplay and good animation make this a ninja classic. Spot-on difficulty level makes it ideal for young or old. 90%

## OLYMPIC GOLD
US GOLD £34.99
Seven events comprise this mammoth piece of sporting software. No event would survive by itself, but the finishing holds it all together. 80%

**OPERATION WOLF**
TAITO £14.99
The old Phaser gun should have come into its own, but the light detection isn't too hot. Neat backdrops, although the flickery scrolling is annoying. 73%

**OUT RUN**
SEGA £29.99
There just isn't the feeling of speed in this coin-op. Graphics are kept to a minimum and are very simplistic. 3-D specs version available at the same price. 73%

**OUT RUN 3-D**
SEGA £29.99
Keeps to the original formula of *Out Run*, but it is in 3-D! This has to be the best 3-D game available on the MS to date, which isn't saying much. 83%

**OUT RUN EUROPA**
US GOLD £29.99
This European interpretation of *Out Run* comprises more vehicles and a longer route. It also tags on a more plausible storyline. Refreshingly good racing fun. 90%

## PAC-MANIA
TECMAGIK £34.99
An excellent interpretation, but £35 for such an old concept is asking a bit much. If you don't mind splashing out, you won't be disappointed. 88%

**PAPERBOY**
TENGEN £29.99
Emulates the coin-op, but looks a bit old now. Above all, though, it's very playable and is sure to challenge your skills well into the morning run. 81%

**PARLOUR GAMES**
SEGA £9.99
Compilations of games on cart should always be treated with trepidation. An average simulation of pub games, such as eight-ball etc, all simply designed. 50%

**PENGUIN LAND**
SEGA £29.99
The penguins are particularly well-drawn, but the backgrounds very simply constructed. Controlling the penguin is great fun and there's a nice feel to the game. 77%

**PHANTASY STAR**
SEGA £39.99
It may be a stonking 40 quid, but this is one game where you'll certainly get value for money. This huge cart even comes with a battery back-up, which is lucky because you'll be coming back to this over and over. 94%

**PIT-FIGHTER**
DOMARK £29.99
A repetitive two-player fighting game which soon becomes very shallow. The teeny-weeny sprites are ridiculously small and may prove annoying. 75%

**POPULOUS**
TECMAGIK £34.99
A game that you'll either love or hate. This is very accurate to the original, but about TEN times as big. If you're a fan, you'll love this mind-bender. 88%

**POSEIDON WARS 3-D**
SEGA £19.99
Worth a look if you have the glasses. You have to clear waters teaming with enemy boats etc. Very simple stuff and not worth bothering about really. 34%

**POWER STRIKE**
SEGA £24.99
An excellent environmentally-friendly shoot-'em-up. The graphics are top-notch and scroll smoothly. A great blaster. 82%

**POWER STRIKE II**
SEGA £29.99
A great shoot-'em-up with plenty of power and destruction as you wipe out wave after wave of enemy attacks. Backgrounds are full of colour and action with sprites being detailed and well presented. 89%

**PRO WRESTLING**
SEGA £24.99
All the razzmatazz of all-American wrestling is valiantly attempted, but the overall impression is that it's been skimped on in all departments. 56%

**PREDATOR 2**
ARENA £32.99
Jerky scrolling, a high difficulty level, boring gameplay and poor sound. The poorest version of a reasonable game. Yawn! 46%

**PRINCE OF PERSIA**
DOMARK £29.99
Packed with 14 massive levels and amazing animation, this is an essential MS purchase. With its simple controls, it's very easy to pick up and extremely addictive. 94%

**PSYCHIC WORLD**
SEGA £14.99
Only the graphics save this dreadfully boring and unplayable game. The mix of arcade and strategy might have worked if it wasn't so pointless. 48%

**PSYCHO FOX**
SEGA £29.99
This has taken the best attributes from other arcade adventures. The main character, Mr Fox, is almost as cheeky as Sonic himself. Very good as an alternative to *Sonic*. 88%

**PUTT 'N PUTTER GOLF**
SEGA £32.99
A brilliant two-player crazy golf game that originally appeared on the Amiga. Excellent graphics and cheerful sound effects. 86%

## QUARTET
SEGA £24.99
Warning: despite its name, this cart is not four games in one. In fact, it's one fairly unimpressive try at a platform shoot-'em-up. 25%

## RAINBOW ISLANDS
SEGA £29.99
A highly cutesy follow-up to the very cutesy *Bubble Bobble*. Bright, cheerful and fun throughout, but doesn't quite come up to scratch as it's too easy. 79%

**RAMBO III**
SEGA £29.99
Despite the limitations of this being a Phaser-based product, it is remarkably playable. Challenging, but the addiction only lasts for weeks. 77%

**RAMPAGE**
SEGA £29.99
Everyone has a destructive nature in them somewhere. You control one or two gorillas who must smash up apartment blocks. Simple, but very good action. 85%

**RAMPART**
TENGEN £29.99
A truly addictive game that is simple really; build a castle, decide where you want your cannons and then decimate your enemy! 81%

**RASTAN SAGA**
SEGA £29.99
Hac'n'slash romp through many varying landscapes, but this is one of the best games of its type. Polished and you won't be completing it in the first week. 88%

## SUNSET RIDERS
**MEGA DRIVE**
**EXTRA CREDITS**



To get 99 credits on *Sunset Riders*, choose the sound option and listen to sounds from 0 to E. When you play the game, you will receive the extra credits.
Pam Milne, Warrington

## BUBSY
**MEGA DRIVE**



**Q** Please help me. That damn puss, Bubsy, has been driving me crazy! It's very tough to progress and I can't seem to get further than the third level. If you could give me any invincibility codes then maybe I can concentrate on the jumping and not have to worry too much about the woolies!
James Randell, Manchester

**A** Yes, I can give you an invincibility cheat. The following list of Action Replay Codes includes and invincible code, and you should find all these very useful in helping you through the game.

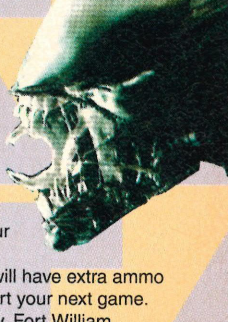
| | |
|---|---|
| FF009 20003 | Bubsy is always invincible |
| FF023 B0009 | Infinite Lives |
| FF024 900XX | Level Select (Replace with 0-13) |
| FF00E 90059 | Unlimited Time |

## RBI BASEBALL' 94
**MEGA DRIVE**
**HIDDEN MESSAGE**

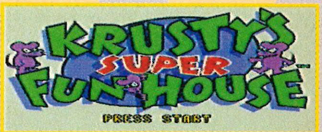
There is a hidden message you can access on RBI'94. Simply go to the password screen, enter RBI BASEBALL4 and up comes a hidden message and a special passcode.



## ALIEN³
**GAME GEAR**
**EXTRA AMMO**



If you go to the high score table and enter your name as CHEAT you will have extra ammo when you start your next game.
Ewan Mackay, Fort William




## KRUSTY'S SUPER FUN HOUSE
**MEGA DRIVE**
**INFINITE LIVES ● ALL DOORS UNLOCKED**

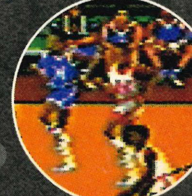
Enter the password SMAILLIW and start the game. All the doors will be unlocked and you'll have infinite lives.

## TEAM USA BASKETBALL
**MEGA DRIVE**

**Q** Although *Team USA Basketball* is not a bad game to play, I was wondering if you have a team cheat. Are there any codes that will enable me to play as the dream team?
Matthew Wilkins, Hull

**A** If you type in the following passwords, you'll be able to play each game with the best possible "dream" teams.

| | |
|---|---|
| Game 1 (Croatia): | LJGCRCX |
| Game 2 (Italy): | LHJCRRP |
| Game 3 (CIS): | LKKCRGQ |
| Game 4 (Lithuania): | LGLWRFD |
| Game 5 (China): | LJL3RBX |
| Game 6 (Yugoslavia): | LKL7RHH |
| Game 7 (Italy): | LGT7RFP |
| Game 8 (France): | LJT7RBY |
| Gold Medal Ceremony: | LHT7RKY |



# THE PROFILE — MASTER



**RC GRAND PRIX**
SEGA £29.99
Multi-player action that will fail to excite race fans. Luckily, the graphics are interesting, but why do Sega slap their name all over the hoardings? 59%

**RENEGADE**
SEGA £29.99
After a clutch of superior beat-'em-ups hitting the Master System, this attempt looks decidedly weak and offers nothing new or classy. 47%

**RESCUE MISSION**
SEGA £9.99
Protect medical supplies that are being distributed to the troops. The graphics are great and the gameplay's spot on. Got a Phaser? Got a tenner? Get this! 90%

**ROCKY**
SEGA £29.99
Surprise, surprise, this is a boxing simulation. Poor graphics and terrible animation result in a dire game. 32%

**R-TYPE**
SEGA £14.99
This is arguably the greatest shoot-'em-up to ever grace the MS. It is – bar the odd graphic deficiency – a totally accurate conversion of Irem's smash hit. Everything is great. Go for it – you won't lose out! 94%

**RUNNING BATTLE**
SEGA £14.99
Sadly, this ain't a good beat-'em-up. Everything is so slow and even the colourful non-flicker graphics can't enhance this poor try. 44%

**SAFARI HUNT**
SEGA £29.99
Originally included in the early MS packages for use with the Light Phaser. Perhaps the best cart available for target practise on the screen, but very rare these days. 63%

**SAGAIA**
SEGA £9.99
What a grim affair this horizontal shoot-'em-up is. Its main problem lies in the dodgy collision and flickery graphics. But the game is far too easy for almost any player. 43%

**SPECIAL CRIMINAL INVESTIGATION**
SEGA £29.99
This *Chase HQ* sequel has poor graphics and dodgy controls. Full of action, but easy-peasy for anyone except real beginners. 54%

**SCRAMBLE SPIRITS**
SEGA £29.99
Little more than a vertically scrolling shoot-'em-up and a pretty poor one at that. With such a choice, you could find better. 44%

**SECRET COMMAND**
SEGA £12.99
This is very close to the Capcom Commando coin-op; it's even based in a jungle with huts and everything. Essential for any self-respecting shooter. 85%

**SEGA CHESS**
SEGA £14.99
Functional graphics and some poor speech may put some grand masters off, but stick with it and you will find a supreme chess sim. 83%

**SHADOW DANCER**
SEGA £32.99
Suffers from flickery graphics and bad response rate, but there are pleasing effects such as the full screen magic and the lightning quick dog. 69%

**SHADOW OF THE BEAST**
TECMAGIK £29.99
Despite the obvious limitations of the MS, Tecmagik have done the business on this version of *Beast*. Superb visuals, excellent mood music and even some improved gameplay make it hot property! 90%

**SHANGHAI**
SEGA £24.99
One of the most addictive and mind-bending puzzle games around. You'll be confused at first, but your efforts will be well rewarded. 85%

**SHINOBI**
SEGA £14.99
There's nothing too spectacular about this beat-'em-up. There are only five simplistic levels with stranded kids and that should easily be a doddle for most players. 79%

**SHOOTING GALLERY**
SEGA £24.99
This is highly over-priced. Only four simple rounds of shooting various targets. Much better with a few players, so grab the family and gather round. 70%

**SHOOTING GAMES**
SEGA £24.99
Hone your light gun skills with three varying types of game – marksman shooting, trap shooting and safari hunt. Excellent value. 72%

**SLAP SHOT**
SEGA £29.99
Like its MD counterpart, *EA Hockey, Slap Shot* is easy to get into and has all the added extras like brawling and dodgy umpiring. Don't worry if you don't like the real thing, this is pretty manic. 76%

**SONIC THE HEDGEHOG**
SEGA £29.99
Totally excellent conversion proving that the MS can retain some originality. Sharing many of the characteristics of the MD version, this mini-arcade adventure is super-fast and instantly compelling. 92%

**SONIC THE HEDGEHOG 2**
SEGA £32.99
A fantastic version of the most famous game in the world, but it's bugged. *Sonic 2* is simply the best game on the MS, but don't be too disappointed when Tails doesn't appear. 95%

**SPACE GUN**
SEGA £29.99
If you're a dab hand with the Phaser, this title should bring a smile to your face. Not the best shooter so far, but reasonably good graphics. 56%

**SPACE HARRIER**
SEGA £14.99
There's no way of restarting or continuing on any of the 18 levels – even arcade players will be tested here. An accurate and playable conversion. Available in a dreadful 3-D version for a tenner less. 84%

**SPEEDBALL 2**
VIRGIN £29.99
Jump into the future and play a vicious game of handball. The graphics are superb and the playability still as great as ever. 89%

**SPELLCASTER**
SEGA £14.99
One of the greatest and toughest RPGs on the MS, ranking almost as good as *Phantasy Star*. The vast adventure will take you underground, through space and time and even to the land of the dead. 90%

**SPIDER-MAN**
SEGA £29.99
Doesn't have the playability. It's very tedious bashing enemies, but there's a compelling storyline. Credible cartoon beat-'em-up. 80%

**SPORTS PAD FOOTBALL**
SEGA £29.99
Another sports simulation which relies on the defunct Sega Sports Pad. A good footy sim , but the control pad may prove impossible to find. 64%

**SPY VS SPY**
SEGA £17.99
The stars of MAD magazine retain their appeal and the game has one player sniggering when the other walks into his traps. Great. 90%

**STAR WARS**
US GOLD £32.99
This conversion from the classic film features five absorbing and fast levels of shoot-'em-up platform action where you must rescue the prisoners and chase the mighty Darth Vader! 89%

**STRIDER**
SEGA £14.99
The graphics and sound are as expected, but the main character is very sluggish, especially in jumps. Dubious long-term appeal. 79%

**STRIDER II**
US GOLD £29.99
Very similar to the original *Strider* in that the main character is a tad slow, but it's challenging. Run-of-the-mill graphics and little to inspire. 75%

**STREETS OF RAGE**
SEGA £29.99
This has been excellently converted to fit into the 4Mbit cart and could have been the best beat-'em-up on the Master System, but without a two-player option it's debatable. 89%

**SUBMARINE ATTACK**
SEGA £29.99
You take charge of a submarine and progress through the seaworld, while shooting anything that moves. It's like a poor water-bound *R-Type* . 68%

**SUMMER GAMES**
SEGA £29.99
This is a real disappointment. The graphics are hopeless; the sprites small and terribly animated and the backgrounds contain no detail. Give it a miss. 40%

**SUPER KICK OFF**
US GOLD £29.99
All the features, bar the all-important playability. The action slows down with three or more players on-screen which is a bit of a shame. 80%

**SUPERMAN**
VIRGIN £32.99
An atmospheric platformer that suits our superhero down to the ground. Each level contains a variety of well drawn backgrounds and impressive sprite animation. 78%

**SUPER MONACO GP**
SEGA £29.99
A simultaneous split-screen two-player mode makes for bad graphics. A poor atmosphere is created by flimsy backgrounds and unrealistic animation. 68%

**SUPER MONACO GP II**
SEGA £34.99
A useless motor racing simulation which fails to create any kind of enthusiasm. The graphics are dire and the whole game should be avoided at all costs. 21%

**SUPER REAL BASKETBALL**
SEGA £24.99
Excellent two-player action with some brilliant close-ups. Good all the way through and tough to beat at higher one-player levels. 85%

**SUPER SMASH TV**
ACCLAIM £29.99
A long awaited conversion which is nothing more than average. Repetitive flicker, sound and gameplay all rolled into one – and it's too hard. 65%



**SUPER OFF ROAD**
VIRGIN £29.99
Each of the 12 dirt tracks increase in difficulty to provide the stage for some absorbing bumper-to-bumper, rough and tumble fun. Sprites are a little shoddy, but the speed compensates for this. 84%

**SUPER SPACE INVADERS**
DOMARK £32.99
Original waves and a sensational simultaneous two-player option set this above any clone. 82%

**SUPER TENNIS**
SEGA £9.99
This price of this keeps dropping! The graphics are childish, the sound appalling and it completely fails to capture any of the sport's fun. 29%

**TAZ-MANIA**
SEGA £29.99
The graphics are bright and the atmosphere is perfect. Take control of Taz and guide him through level after level of classy platform action. Accurate cartoon conversion. 81%

**TECMO WORLD CUP '93**
SEGA £29.99
Very different from the arcade, but still plays well on the MS. Fast and furious action from start to finish, but it isn't the best and is a poor release. 69%

**TEDDY BOY**
SEGA £9.99
Simple in concept, but superbly implemented and subsequently very addictive and playable. However, be warned it's a very cute platform game that may make you sick. 70%

**TENNIS ACE**
SEGA £14.99
Forget *Super Tennis*. There's a great side-on close-up of the server and the view down onto the court works well. Tennis fans should apply here for the next tourney. 83%

**THE TERMINATOR**
SEGA £34.99
Although only a measly four levels, this game is packed with direct scenes from the film ensuring all Arnie fans will be happy It's just about as tough as the man himself and won't be completed in a hurry. 90%

**THUNDER BLADE**
SEGA £14.99
There's a great game here just waiting to burst out. However, even the decent graphics can't hide that it has some dodgy collision detection and that alone shortens its appeal. 65%

**TIME SOLDIERS**
SEGA £29.99
The coin-op was based was a fairly torrid affair. More time is spent running from enemies than fighting them and this gets very tedious. 36%

**TOM AND JERRY**
SEGA £29.99
You're likely to finish this cartoon adventure far too quickly. 2Mbits worth of pleasant to look at platform comedy, but it won't be for long. 74%

**TRANSBOT**
SEGA £9.99
Oh dear! It has all the usual elements; shoot-'em-up, based in a post nuclear world and invading aliens, but it's so badly programmed that *Transbot* is pretty awful. 26%

**TRAP SHOOTING**
SEGA £29.99
As the title suggests, this is a clay pigeon shooting sim. Not exactly wonderful to play, but the well-animated targets can prove fun to hit. Limited appeal. 45%

**TRIVIAL PURSUIT**
DOMARK £29.99
This game is ideal for a large group to play, but not for soloists. Cheerful graphics and a comical cartoony presenter with potentially tough questions. 81%

**ULTIMA IV**
SEGA £39.99
If you like RPGs such as *Phantasy Star* and *SpellCaster*, then you should have this in your collection. It's vast, challenging and it comes with a great manual and map. 92%

**ULTIMATE SOCCER**
SEGA £29.99
Plenty of options and challenging competitions make this a well put together footy sim that has good graphics and addictive gameplay. 84%

**VIGILANTE**
SEGA £29.99
This coin-op conversion is a very simple beat-'em-up, but worthy of praise for the sheer enjoyment, but the game is simplified slightly in its translation. 77%

**WWF: STEEL CAGE**
ACCLAIM £32.99
Wrestling isn't the best sport in the world, but the WWF superstars seem to have made it seem so. This is a very plausible attempt to re-create the action. 79%

**WANTED**
SEGA £24.99
Rootin' tootin' varmint-blowing Phaser fun as you are appointed sheriff of the town and told to clean up the place. You might even enjoy it and the extra controls are welcomed! 78%

**WIMBLEDON**
SEGA £14.99
Centre court has never been so good on the MS. Realistic graphics and superb animationis made even better by super-fast play. This is a tennis sim of the highest standard. 90%



**WOLFCHILD**
VIRGIN £29.99
A very ordinary, run-of-the-mill platformer where you shoot the bad guys and collect hearts for power. Everything about this release is average and a little dull. 72%

**WONDER BOY**
SEGA £24.99
This still holds much appeal for many arcade adventurers. Sadly, everything – all the graphics, sound effects, etc – are very dated now. 81%

**WONDER BOY IN MONSTERLAND**
SEGA £29.99
The Boy's second outing continues the challenging gameplay. You've 12 levels to progress through and the action is constantly fast and the baddies furious. Buy it, play it, and you won't regret it. Honest. 89%

**WONDER BOY IN MONSTERWORLD**
SEGA £29.99
An all round stunner! Huge game area, great graphics and a few puzzles thrown in for good measure. Can you do without this one? 90%

**WONDER BOY III: DRAGON'S TRAP**
SEGA £29.99
If you like the others, you'll go wild over the third outing which is the best by miles. You must again hack your way along the path, but you are helped out by shops, that sell weapons, along the route. A great arcade adventure without hedgehogs or ducks. Now that has to be worth something! 93%

**WOODY POP**
SEGA £19.99
This may be hard to get hold of as it uses the Paddle Control, which is no longer available. Cutesy graphics, but that's about it. 47%

**WORLD CLASS LEADER BOARD**
US GOLD £29.99
A quality golf sim with all the bells and whistles. All you need for a round or two, including a full set of clubs, hazards galore and masses of playability. 83%

**WORLD CUP ITALIA 90**
SEGA £24.99
It's a lot easier to control the ball in this than *Kick Off*, but ultimately you feel more like you're playing a table-top pub game than the real thing. 77%

**WORLD GAMES**
SEGA
£24.99
This old chestnut is definitely middle-of-the-road software. None of the games are truly bad, but none stand out as worth much play. 65%

**WORLD GRAND PRIX**
SEGA £12.99
This has the basic element – cars – but fails to have the other important things, like decent graphics, sound and opponents. 70%

**WORLD TOURNAMENT GOLF**
SEGA £32.99
Thankfully, this golfing sim comes across fairly well on the MS. There are many different competitions to enter and the controls are very easy to master. 75%

**WORLD SOCCER**
SEGA £24.99
A horizontally scrolling footer. The players are bigger than in most games, but the odd perspective makes it hard to direct the ball. 63%

**XENON II**
VIRGIN £29.99
You'll have great difficulty telling the difference between the 16-bit original and this version. Great stuff, but there are some dodgy collisions. 85%

**Y'S: THE VANISHED OMENS**
SEGA £32.99
An excellent RPG, but doesn't have the playability of *Ultima, Phantasy Star* and *SpellCaster*. Even so, it's a real puzzler. 84%

**ZAXXON 3-D**
SEGA £19.99
Great in the arcades, but not here. The graphics are appalling, the sound irritating and the gameplay unrecognisable. 42%

**ZILLION**
SEGA £24.99
The Norsa forces are expanding and you must blow them up. Some great statics and a decent storyline help create an involving atmosphere. 67%

**ZILLION II**
SEGA £24.99
Identical to the original, with the evil Baron Ricks up to his old tricks. He's captured your friends and you must help them soon. Gripping stuff. 67%

**The gripping Master System game guide will, once again, be with you next month.**

## master system — The Pros' TOP 30

1. Sonic The Hedgehog 2
2. Asterix
3. The Lucky Dime Caper
4. Prince Of Persia
5. Castle Of Illusion
6. R-Type
7. Phantasy Star
8. Mortal Kombat
9. Bart vs The Space Mutants
10. Wonderboy III: Dragon's Trap
11. Land Of Illusion
12. Champions Of Europe
13. Ultima IV
14. Sonic The Hedgehog
15. James Pond II: Robocod
16. Fantastic Dizzy
17. Columns
18. Fantasy Zone
19. Ninja Gaiden
20. Alex Kidd in Miracle World
21. Outrun Europa
22. Streets Of Rage
23. Wonderboy in Monster World
24. SpellCaster
25. Rescue Mission
26. The Terminator
27. Impossible Mission
28. Wimbledon
29. Alien 3
30. Shadow Of the Beast

MASTER SYSTEM CHARTS • MASTER SYSTEM CHARTS • MASTER SYSTEM CHAR

## PRO CHARTS

**This month MS owners will find no surprise in the popularity of *Mortal Kombat* as it makes the top mark in the charts. *Sonic 2* and *Lemmings* are still up there despite their age now.**

**OUR PRICE music — GAME ZONE**

1. Mortal Kombat
2. Sonic 2
3. Lemmings
4. Tazmania
5. Alien 3
6. Tecmo World Cup
7. Prince of Persia
8. Batman Returns
9. Wonderboy 3
10. Superman

**Virgin GAMES**

1. Tecmo World Cup
2. Sonic 2
3. Mickey Mouse 2
4. Lemmings
5. World Tourn't Golf
6. Tazmania
7. WWF Steel Cage
8. California Games 2
9. Streets of Rage
10. Wonderboy 3

**HMV**

1. Mortal Kombat
2. Super Off Road
3. Tecmo World Cup
4. World Tourn't Golf
5. Mickey Mouse 2
6. Power Strike 2
7. Superman
8. Andre Agassi Tennis
9. Alien 3
10. Wonderboy 3

# PRO CLASSIFIEDS

## For Sale

**Sega Master System** with 2 pads, 1 joystick *Sonic* and *Hang-on* £40.00 o.n.o. BTN (0273) 671722

**Game Gear** 18 in 1 cart £75 also *Tazmania* £15 Sonic £13 Haley Wars £12 Solitaire Poker £12 and a Rechargeable Battery Pack £16 Tel 0983 565412

**Excellent condition** *Fatal Fury* for Megadrive Boxed with instructions £35. Tel 071 6737376

**Unused Fantastick Dualist** for the Megadrive £20, Pro Action Replay £30, Scart Lead £5, *Streets of Rage 2* £36, *Terminator 1* £22 Tel 051 4260138

**Game Gear** with 12 games inc. *Sonic, Sonic2, Battery Pack* and *Magnigear* all boxed £250 o.n.o. call Neil on 081 902 3632 for more details.

**M.D. games** *Smash T.V., Sonic 2, Alien 3, Fatal Fury, PGA 2, Cyborg Justice* also Auto fire joypad and Code buster for sale, phone 0929 422482 and ask for Philip all boxed with instructions.

**MD carts**- *SOR 2* £35, *Terminator 2* £25, *Smash T.V.* £25, *Desert Strike* £23, *Greendog, Alisia Dragoon* £16 each. Pro Action Replay £30, Fantastick Dualist joystick £20 , Caddy £4, Tel 051 426 0138.

**Master System** with two joypads and 15+ games all good condition. Sell the lot for £150, Havering area only. Tel (0708) 223202.

**Megadrive** games for sale, *Sonic 2* £25, *Streets of Rage 2* £25 and *John Maddens American Football '92* £15, o.n.o. Tel 061 980 5210.

**For Sale** Master System with 17 games two control pads light phaser games inc. *Chuck Rock, Simpsons, Sonic* £170 o.n.o. Tel Norwich 250199 and ask for Adrian.

**For Sale** 3 Cheap Master System games :- *Chuck Rock, Golden Axe* and *R-Type* only £12 each o.n.o. contact Paul now on (0353) 721880.

**Game Gear** for sale with 9 games inc. *Sonic, Sonic 2, Outrun,* and *Mickey* also Mains Adaptor £150 o.n.o. write to Oliver John, The Old Vicarage, Farley Road, Oakamoor, Stoke-on-Trent, Staffordshire, ST10 3BD.

**Sega Megadrive** with two Joypads, *Sonic, NHLPA '93, Road Rash, Dragons Fury* and *WWF* for your SNES with *Streetfighter 2* and *F1 Exhaust* Heat Tel:- 0268 752827 (Essex area)

**Cheap Game Boy** plus 23 games and 4 accessories eg. adaptor, case, light.. games include *Batman, Simpsons, Mario.* only £105 Tel : Rushi 0806 081542.

**For Sale** Master System with *Sonic the Hedgehog* and *Lemmings* at half price for £45. If interested contact James, 216 Ardencraig Road, Castlemilk, Glasgow, G45 0HP 2UP

**Megadrive** with two games *Sonic* and *WWF+* Two Control Pads £110 phone Paul (0259) 213799 after six o'clock, Alloa Scotland.

**For Sale**, MD games, UK Mergs and *Toe Jam and Earl* £18, each. Jap Eswat, *Super Shinobi* and *Hellfire* all £15. Phone John on (0767) 262014.

**Commodore 64** for sale £59 o.n.o. 20 games, Joysticks also *Sonic 1* for sale £15, *Flashback* wanted for the MD £30 or less. Binatone T.V. Master 4 games £5 Tel 021-443-5366

**For Sale** Game Gear *Outrun* £14 Mega Drive *Super Monaco GP2* £23 Tel 0440 704538.

**U.K. Mega CD** + Megadrive Boxed with 14 Games including *Flashback,* Joypads, Jap Adapter, Scart Lead and Mags £325 (0708) 226263

**For Sale** Megadrive with 7 games inc, Sonic 1+2, *Jungle Strike, Road Rash, Streets of Rage* + 2 Control pads and Carry Case, all excellent condition £300 Tel (0639) 642212

**Mega Drive** games for sale. *Sonic 2* £22, *James Pond 2* £22, *Golden Axe* £18, *Desert Strike* £23 or will swap for *Road Rash 2,* Tel 0934 750526 after 6pm Weston-Super-Mare area only.

**Mega Drive** £60 eight games £20 each. Game Boy games £17 also Master System, SNES and NES games to sell half price, (can post). (Want 386/25 IBM VGA) Tel 0766 831997

**Sega Master System** for sale with Joystick 2 controllers *Sonic 2 Champions of Europe, Populous,*10 games all for just £85 also action case inc. After 5pm tel (0582) 585332

**Amiga** Ascot for sale includes Mouse, Joystick, Mouse Mat, Printer, Games, Printer Stand, Printer Paper, Paell Printer Lead, Deluxe Point 11, all for just £290. Also Master System games Tel 0582 794167.

**Mega Drive** games for sale or swap. *Universal Soldier, 688 Attack Sub, LHX Attack Chopper* all £23 each; *Strider, Revenge of Shinobi* both £18; *Phantasy Star 2* - £28, Tel 0267 231933

**Megadrive games:**- *Streets of Rage 2* £30, *Flashback* £35, *Road Rash2* £20, *Madden'93* £20, *Euro Club Soccer* £20, *Robocod* £20, *Quackshot* £20, *Fatal Rewind* £15. Phone (081) 8836174

**For sale** Master System, 11 games, light phaser 2 joypads, joystick, games inc. *Sonic 2, Super Kick Off, Donald Duck.* Must be in Stoke on Trent area Tel (0270) 820357 price £120

***Road Rash 2,*** *Alien 3, Batman Returns, F22, European Club Soccer, Golf, Golden Axe 2, Super Monaco* all£25 each all MD Phone (0202) 319161

**For Sale** *Dungeons and Dragons* £26 with *Monaco G.P.* poster. Top Condition Box bodelot and cartridge, Phone (62) 44025 ask for Master Andrew Smith all swaps considered (mega drive games only!)

## Wanted

**Wanted.** Sega Master System games if very cheap, I am only 10 years old with very low pocket money. Please help me - phone Andy on 0705 386216

**Wanted.** cheap Game Gear games £5 - £15 must live by Wythall or Hollywood ring Rob - 021 436 6170

**Wanted.** Megadrive, Master System, Game Gear, SNES, NES and Game Boy games. Cash paid , will collect, N. Essex area only phone M. Clarke (0376) 550242.

**Wanted.** *John Madden 93,* or *Super Kick Off,* swap for *NHLPA* or others. I also want other games to swap call Daniel on 0582 603613 (first caller gets a free game!)

**Wanted.** SEGA XS issue one for the *Ecco* solution please help! will pay to save my sanity Tel :- Bev on 0462 484240

## Clubs

**You wanna cheat?** you want loads of cheats? then stick £1.00 to a post card or letter and we'll give 'em to you send to 4 Chiltern close, Flitwick, Beds, MK45 1TU. F.A.O. Marc

**Wanna be a Wrestler?** IPWA is an exciting play-by-mail. For a free info pack send a foolscap SAE to : 10 Eastlea Ave, N.watfield, Herts, WD2 4RH.

**Join Micky's Master System Club**, Free magazine, swap club, free sweets, competition and lots more. All this for just 50 pence. Write to the club now just 100 places available Address :- 43 Haswell close, Wardley, Gateshead, Tyne and Wear, NE10 8UE.

**Gameswap** contacts looking for something new then we've the club for you. Contacts, swaps, tips and much much more for details send a SAE to P.O.Box 124, Sheffield, S31 8ZT.

**Join** the original and exclusive penpal agency created for games players, hundreds of members, opportunities for free swaps! for info send a SAE to CONTAX, 40a Huntingdon Road, Brampton, Cambs.

## Swap

**I will swap** my *World Class Leader Board* and *Slaughter Sport* for any good games. Also swap two megadrive games for one of your Mega CD games phone (0639) 721657.

**I will swap** my *Lemmings* ( with passwords) for the Master System, for your *Land of Illusion* or *WWF Steel Cage Wrestling* Write to 23 Silver Birch Way, Lydiate, Merseyside, L31 4PT

**I want to swap** MS *Lemmings, Wonderboy 3, Shinobi, Alien Storm, Dragon Crystal* for any Similarly priced games e.g. *Sonic, Aliens* etc. contact :- 63 Heol GLyndwr, Fishguard, Dyfed, SA65 9LN

**Swap** *Sonic 2, Euro Club Soccer* or *James Pond* for *Pit-fighter, E.A. Hockey* or *Lakers Vs Celtics* Call John on 0268 416291

**I will swap** my Game Gear with *Alien 3* the *2 Sonics* and 4 in 1, for a radio controlled car. Tel Jack on 0379 870197

## PenPals

**15 year old** lad wants penpals male or female of similar age if possible. From any town or country guarentee reply, please contact Damien Fahy, 26 Beechwood Ave, Chatham, Kent, ME5 7HH, ENGLAND.

**I'm a Megadrive** owner looking for a penpal aged 16-22 male or female, to swap games and likes football, Send a photo to :- Mike, 1 Bracknell Close, WoodGreen, London, N22 5RE.

**Hi,** I'm looking for a penpal male if poss aged 11-13 who's into Game Gear stuff. Write to (miss) Jane Elsley, 83 Wolverdene Road, Andover, Hants, SP10 2AO, Photo if possible bye!!!

## FREE READERS' ADS

**FOR SALE.....PENPALS.....WANTED.....HELP.....SWAP.....CLUBS.....**

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**FREE READERS' ADS, SEGAPRO, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemoutth BH1 1NF.**

# PRO CHARTS

**Like the MS charts, *Mortal Kombat* is proving to be a small screen hit with *World Cup Soccer* making a challenge.**

## game gear – The Pros' TOP 20

1. Sonic The Hedgehog 2
2. Land Of Illusion
3. Castle Of Illusion
4. The Lucky Dime Caper
5. Prince Of Persia
6. Super Kick Off
7. Spider-Man
8. Bart vs The Space Mutants
9. GG Aleste
10. Columns
11. Fantastic Dizzy
12. Sonic The Hedgehog
13. The Terminator
14. Mortal Kombat
15. Rastan Saga
16. Shinobi II
17. Super Off Road Racer
18. Chakan: Forever Man
19. Star Wars
20. James Pond II

## OUR PRICE – GAME ZONE

1. Mortal Kombat
2. World Cup Soccer
3. Mickey Mouse 2
4. Streets of Rage 2
5. Sonic 2
6. Crash Dummies
7. Lemmings
8. WWF Steel Cage
9. Global Gladiators
10. Tazmania

## HMV

1. Mortal Kombat
2. Streets of Rage 2
3. World Cup Soccer
4. Superman
5. Mickey Mouse 2
6. Sonic 2
7. WWF Steel Cage
8. Lemmings
9. Prince of Persia
10. Steets of Rage

## Virgin GAMES

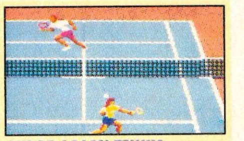
1. World Cup Soccer
2. Streets of Rage 2
3. Mickey Mouse 2
4. Sonic 2
5. Super Kick Off
6. Aliens 3
7. Tom and Jerry
8. Crash Dummies
9. Tazmania
10. Lemmings

# THE PRO FILE – GAME GEAR

### AERIAL ASSAULT
**SEGA** **£25.00**
Oh dear! A totally useless air-combat game to be avoided at all costs! Graphics offer nothing to the imagination and gameplay is virtually nonexistent. 42%

### ALIEN 3
**ARENA** **£27.99**
All action platform game with superb graphics and atmospheric tunes. *Alien3* offers these impressive qualities and challenging gameplay to match. Ideal for beginners and experts. 88%

### ALIEN SYNDROME
**SIMS CO** **IMPORT**
The conversion of a really old arcade has done the Game Gear proud. It's absolutely packed with content and features some of the most inspired guardians you'll ever see. 83%



### ANDRE AGASSI TENNIS
**TECMAGIK** **£27.99**
A poor tennis release with major flaws in the opponent's skill level difference and sprite display. Without a gear-link as well, this just does not deliver the goods on the small screen. 48%

### ARIEL: THE LITTLE MERMAID
**SEGA** **£24.99**
Ariel may look the business, but that's as far as it goes. A waste of a Disney licence and not much fun unless you're a beginner. 71%

### AX-BATTLER
**SEGA** **IMPORT**
One of the stars of *Golden Axe* features in his own game. Be warned, this is a very Japanese-based RPG and nothing like the great *Golden Axe*. It's very unfriendly and poorly executed. 56%

### BART VS THE SPACE MUTANTS
**FLYING EDGE** **£29.99**
Move over Mario, shift over Sonic, Bart and family are in town. This fine example of an arcade adventure pushes every part of the hand-held to its limits with super graphics, great sound and wicked gameplay. 92%

### BATMAN RETURNS
**SEGA** **£24.99**
Eighteen stages of repetitively easy Batman playing. Too easy for even the beginner and completely disappointing as superb graphics go to waste. 65%

### BATTER UP
**SEGA** **£24.99**
The control method is extremely quirky and the computer player seemingly unbeatable. Apart from that, it's a fair version of America's (and Japan's) favourite sport. 76%

### THE BERLIN WALL
**KANEKO** **IMPORT**
Mega-colourful and crammed with cutesy bad guys and *Bubble Bobble* style graphics. Innovative guardians, a plethora of pops and jings and over 25 packed levels. 88%

### BUSTER BALL
**RIVERHILL** **IMPORT**
*Speedball* is a game that's not out on GG, but *Buster Ball* goes some way to make up for this. Graphics are of high definition, however, there's very little content making the game quickly boring. 70%

### CASTLE OF ILLUSION
**SEGA** **£24.99**
Everyone's favourite game is even better on the Game Gear with shrunken graphics that make Mickey look superb. Most of the rooms from other versions are here, making it an essential purchase. 93%

### CHAKAN: THE FOREVER MAN
**SEGA** **£24.99**
Dark and atmospheric setting that didn't work as well on the MD as it does on the Gear. Simplistic play suits the Gear to a tee! Outstanding graphics and great sound! 90%

### CHASE HQ
**TAITO** **IMPORT**
Basically *Out Run* with guns in a typical Miami Vice environment. Music is ultra grim, but the superb graphics and stupedous gameplay are fast and inviting. Pity this lacks content and is far too easy. 74%

### THE CHESSMASTER
**SEGA** **£27.99**
Probably the best chess game available. Everything is packed into this cart, but it is still designed to appeal to both the novice and expert alike. 83%

### CHUCK ROCK
**SEGA** **£25.00**
Bright and colourful graphics and platform action at its finest will delight the most scrupulous gamesplayer. Challenging levels throughout and totally addictive. 87%

### COLUMNS
**SEGA** **£19.99**
Very tough and challenging puzzle game in the style of *Tetris*. Excellent in one-player, but even better with two players linked up. Could become one of the all-time classic Sega games on any machine. 92%

### CRASH DUMMIES
**ACCLAIM** **£29.99**
All that's here is a small compendium of very short and addictive stages that may interest the very young, but at this price, I doubt it! 49%

### CRYSTAL WARRIORS
**SEGA** **£29.99**
Fantasy RPG on the Game Gear at its best. Bright and clear graphics, although a tad small at times, but very impressive overall. 79%

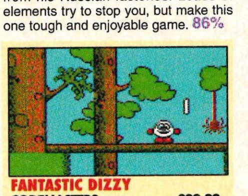
### DEVILISH
**SEGA** **£24.99**
Far from original, but it displays good graphics and scrolling. With little else to offer, it's a wise bet to avoid it, unless you enjoyed *Break-out* (!) 37%

### DOUBLE DRAGON
**VIRGIN** **£27.99**
A street fighting beat-'em-up where the idea of picking up baseball bats and kicking the baddies is just too dated and unoriginal. Gameplay is also far too slow and frustrating to bare. 45%

### DRAGON CRYSTAL
**SEGA** **£24.99**
A very big game for such a small machine and well worth the attention of all RPG buffs. It's packed with loads of pick-ups and plenty of people to talk to. 80%

### EVANDER HOLYFIELD BOXING
**SEGA** **£24.99**
Very realistic and provides a challenge for all abilities. Novel "invisible man" perspective is a nice touch. 84%

### FACTORY PANIC
**SEGA** **£24.99**
Gorby is trying to distribute the goods from his Russian factories. Loads of elements try to stop you, but make this one tough and enjoyable game. 86%



### FANTASTIC DIZZY
**CODEMASTERS** **£29.99**
Even on the small screen Dizzy makes for a great portable adventure. The interactive cartoons are great fun to puzzle out and the sprites are graced with character and sparkle. 92%

### FANTASY ZONE
**SEGA** **£19.99**
Play this game with your sun-glasses on. The small screen and colours make this a real eye strain. But, that's what this shoot-'em-up's about – totally OTT. 86%

### FROGGER
**SEGA** **£19.99**
*Frogger* 's attraction is to see your friend get run over on his first couple of goes. After you are familiarised with the timing, it becomes very repetitive and simplistic. 75%

### G-LOC
**SEGA** **£24.99**
*G-LOC* moves fast on the Game Gear, but so would any game if it had no graphics to shift around. Everything is far too simple to create any sort of atmosphere. 60%

### GALAGA '91
**NAMCOT** **IMPORT**
A poor shoot-'em-up. The screen blurs too easily and the whole style of play rapidly repeats itself. By the time you reach level six, you've seen it all before. 63%

### GALAGA 2
**SEGA** **£27.99**
Although playing that old classic *Space Invaders* may seem like fun, it's not that great if you're shelling out £27.99 for it. Enough said. 60%

### GEORGE FOREMAN'S BOXING
**ARENA** **£24.99**
This sad boxing sim (also known as *Heavyweight Champ)* becomes incredibly repetitive. The graphics may look good, but there's very bad animation here. 56%

### GG ALESTE
**COMPILE** **IMPORT**
*Halley Wars* pails into insignificance against this ultimate blaster. Smooth scrolling, original and awesome guardians and ear-busting SFX make the whole *Aleste* experience one you will never forget. 92%

### GLOBAL GLADIATORS
**VIRGIN** **£27.99**
The MC Kids, Mick and Mack, don't seem to have made an impressive appearance and the faults lie with the tricky controls. 58%

### GRIFFIN
**IMPORT**
A brightly coloured shoot-'em-up, and a playable one too. Big sprites, statics of foxy young Japanese girls and addictive gameplay make this a great game. 86%

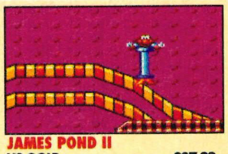
### HALLEY WARS
**SEGA** **£24.99**
The action is fast and the weapons big, ensuring some excellent blasting action. The five levels are very different and each require special tactics to finish. 88%

### HEAVYWEIGHT CHAMP
**SEGA** **IMPORT**
This sad boxing sim (also known as *George Foreman Boxing*) becomes incredibly repetitive. The graphics may look good but there's very bad animation here and the gameplay is even poorer. 56%

### HOME ALONE
**SEGA** **£27.99**
Preventing the crooks from looting the neighbourhood can start off as fun, but you'll soon become tired of the limited action with only two crooks up against you. 42%

### THE HUMANS
**GAMETEK** **IMPORT**
This above average puzzler may look the part, but it is lacking the playability that *Lemmings* offers. It's also frustrating. 75%

### INDIANA JONES 3
**SEGA** **£24.99**
Exactly the same as the MS in terms of style and layout, but the graphics seem more detailed due to the closer perspective. Sound is atrocious and the game is tough. 78%



### JAMES POND II
**US GOLD** **£27.99**
This is a terrific handheld adventure for anyone. Agent Robocod must travel through a factory where each level has its own theme. Backdrops and sprites are superbly drawn and gameplay is totally addictive. 90%

### JOE MONTANA FOOTBALL
**SEGA** **£24.99**
Sega have managed to squeeze in this massive game and add a few extras to boost the fun. Everything from the MS game is here, making it one hot cookie. 85%

### KINETIC CONNECTION
**SEGA** **£24.99**
Overly difficult puzzle game in which you have to rearrange the pieces of a jigsaw.It's fun for a while, but it ultimately drives you insane. 72%

# THE PRO FILE – MEGA CD

### AFTER BURNER III
**CRS** **IMPORT**
This all-action arcade flight sim isn't very good. Poor graphics and a ridiculous, increasing difficulty level make this nothing more than an average game. Nice music, though. 45%

### BATMAN RETURNS
**SEGA** **£39.99**
**Worth buying for the driving scenes alone, as they're the most realistic seen on the CD. A brilliant adventure, slightly spoiled by the bland platform sections and impossible difficulty level. 86%**

### BLACK HOLE ASSAULT
**SEGA** **£39.99**
Superb visual sequences to see and background music is a joy to hear. However, this follow-up to *Heavy Nova* has no gratifying features. The tough tournament options do little to upkeep interest. 45%

### CHUCK ROCK
**SONY** **IMPORT**
**Not much different from the Mega Drive version. Similar graphics, but nicer intro sequence and better sound. Still playable but doesn't us tthe machine's capabilities. 72%**

### ROBO ALESTE
**COMPILE** **IMPORT**
Constantly repetitive shoot-'em-up which tries to compete with *Sol-Feace*. CD games should be more advanced and while this is fantastic to look at, the gameplay is totally boring. 60%

### DEVASTATOR
**IMPORT** **£41.00**
This shoot-'em-up has the fast and addictive action that's typical of the CD's capabilities. Opening movie sequences are great, but the graphics during the game are rather disappointing. 73%

### EARNEST EVANS
**WOLFTEAM** **IMPORT**
One of the first releases for the Mega-CD. Spectacular graphics and a good storyline. Numerous soundtracks and constantly challenging stages make this platformer a real pleasure to play. 56%

### FINAL FIGHT CD
**SEGA** **£39.99**
Seven massive levels of brutal mind-blowing graphics and sound lift this above any Mega-CD game before it. Definitely one for arcade junkies, this is the best coin-op conversion that's hit any machine as it's so true to the original, even surpassing it in minor respects. 91%

### FUNKY HORROR BAND
**SEGA** **IMPORT**
Far from impressive Japanese RPG. This is mainly due to the text being in the above mentioned language. Unfortunately, the graphics and sound which are great, end up being totally wasted. 23%

### HEAVY NOVA
**MICRONET** **IMPORT**
A fantastic introduction, as with the majority of Mega-CD games, but little else to offer. Two fighting robots in a one-on-one battle with terrible gameplay. Hardly original and just about bearable. 34%

### HOOK
**SONY** **IMPORT**
**Brilliant visuals and an enchanting story line. All the right ingredients for a great game, but slightly lacking on gameplay. 50%**

### JAGUAR XJ220
**SEGA** **£39.99**
Thie first Mega-CD racer isn't too bad, but apart from the course designer and nice music, there's little in it that couldn't have been done on a cart. 72%

### KRIS KROSS MAKE MY VIDEO
**SONY** **IMPORT**
**A novel concept for the Mega-CD. Cut, edit and add your own little touches to Kris Kross videos. Nice release which is very different and there should be more to come from the top bands in the Sony music stable. 56%**

### MARKY MARK: MAKE MY VIDEO
**SEGA** **£39.99**
Despite the superb motion video while you edit Marky's video, gameplay is dull. Even if you're a fan of insipid pop music, this won't offer much! 49%

### NIGHT STRIKER
**IMPORT** **£41.00**
A very easy shoot-'em-up where the graphics are too pixilated and the challenge is far too easy. The scaling works well, but CD gamers will be disappointed with this drivel. 36%

### NIGHT TRAP
**SEGA** **£49.99**
**One of the first CD games to use full motion video, although highlighting the usual display limitation of the Mega-CD. It's a big game and there's lots of challenging gameplay. 60%**

### PRINCE OF PERSIA
**SEGA** **£39.99**
Totally engrossing, but possibly too challenging. The well-known platformadventure at its toughest. The main character is well animated, but a poor choice of colours make the graphics average. 65%

### ROAD AVENGER
**SEGA** **free with Mega-CD**
Unbelievably fast driving action. Superb graphics look like they've come straight out of a cartoon. However, the gameplay is repetitive and it should only be bought as a demo. 60%



### SILPHEED
**IMPORT**
Through the spectacular and deceptive polygon shapes, this is really a straight forward, old fashioned shoot-'em-up. The effects are worth seeing but the gameplay is just too dated. 69%

### SEWER SHARK
**SEGA** **£39.99**
The grainy graphics provide the feel of a futuristic adventure. The atmosphere and story are great, but the gameplay is too shallow. 62%

### SHERLOCK HOLMES
**SEGA** **IMPORT**
**A welcome change to an action-packed market. Only three cases to solve, but user-friendly interface and complex clues prolong life. 78%**

### SHERLOCK HOLMES II
**SEGA** **£39.99**
Three more cases await Holmes in a sequel that boasts impressive film sequences that add up to one hours viewing time. It's a shame the challenge is limited. 79%

### SOL FEACE
**SEGA** **free with Mega-CD**
The original blast-'em on the Mega-CD. Graphics and sound are fantastic with spot-on guardians and wild sound effects. Shoot-'em-up fans should check it out! 44%

### SUPER LEAGUE CD
**SEGA** **IMPORT**
What a dire piece of plastic. *Super League CD* offers very little gameplay and nothing in the way of a challenge. Graphics are very disappointing and the lack of detail is unbelievable. 49%

### SWITCH
**IMPORT**
Perhaps the most bizarre Japanese game we've ever seen! This has no gameplay in the traditional sense and getting through each level relies on luck! Although this sounds very strange, the graphics and wacky sense of humour are brilliant! 67%

### TIME GAL
**WOLFTEAM** **IMPORT**
Fantastic cartoon quality graphics throughout and some of the best music so far. This is made even more impressive as it is in Japanese. With the difficulty level ideally set, check it out soon! 80%

### THUNDER STORM FX
**WOLFTEAM** **IMPORT**
Wolfteam's conversion of the original arcade hit, *Cobra Command*. Guide your souped-up gunship around a hostile battle zone. Watch out for those mountains! Seriously wicked. 84%



### THUNDERHAWK
**CORE** **£44.99**
An explosive and action-packed warfare release that uses the scaling techniques to enhance the perception of war through the eyes of a chopper pilot. Starts off as great fun, then becomes a little repetitive and easy. 79%

### THE ADVENTURES OF WILLY BEAMISH
**SIERRA** **£39.99**
Willy must avoid a barrage of do-gooders in his quest to compete in the Nintari championships. Solutions to his problems are often far too easy, and there is a long wait between interactions. 55%

### WOLFCHILD
**SEGA** **£39.99**
A suitable attempt at a CD platform, where as the Wolfchild, you mutate between man and wolf. Nothing special. 70%

### WONDER DOG
**SEGA** **IMPORT**
Although this is a superb and colourful game, apart from the long cartoon intro and digitised sound effects, there is nothing that justifies its appearance on CD. 82%



**KLAX**
**DOMARK** **£27.99**
*Klax* has been described as "devastatingly addictive." 99 levels of brain-teasing, fast and furious block-building action will keep all GG players on their toes. 85%

**KRUSTY'S FUN HOUSE**
**ACCLAIM** **£29.99**
A good conversion that will hold the attention of Game Gear puzzle fanatics for quite a while, but it doesn't offer anything after completion. 77%

**LAND OF ILLUSION**
**SEGA** **£29.99**
It doesn't seem to matter which console Mickey appears on, he's always a success! This Game Gear version is no exception and carries on the high standard of previous Mickey episodes. 94%

**LEMMINGS**
**SEGA** **£27.99**
Take control of the Lemmings and save their skins with various constructive activities. Extra-ordinary graphics and a game which offers a real challenge. 88%

**THE LUCKY DIME CAPER**
**SEGA** **£24.99**
Cartoon capers with this favourite Disney psycho, Donald Duck. The gameplay is instantly compelling and there's even amazing music for each level. 93%

**MAPPY**
**IMPORT**
Jump around platforms collecting things. Not exactly original and not exactly good either. The graphics are really unimaginative and there's no playability. 50%

**MARBLE MADNESS**
**DOMARK** **£24.99**
The classic arcade game with a lot of balls. Guide your marble around an increasingly difficult tiered platform maze. Graphically superb. 79%

**MONSTER WORLD II**
**SEGA** **IMPORT**
A marked improvement over the original hit. This direct conversion of the MS game is fun, challenging and it even includes a much-needed password system. 84%



**MORTAL KOMBAT**
**ACCLAIM** **£34.99**
The portable version of a classic arcade head-to-head completes a successful treble for Sega formats. Fighters are animated to high standards in a worthwhile arcade conversion. 91%

**NINJA GAIDEN**
**SEGA** **£24.99**
Gorgeous graphics and sprite animation combine with a variety of levels. If you find it too tough, dig out the import version – that includes a password system. 84%

**OLYMPIC GOLD**
**US GOLD** **£27.99**
Graphically superb, but failings in all other departments make this average. Control your athlete through numerous events with relative uneventful happenings. 79%

**OUT RUN**
**SEGA** **£24.99**
The classic racer loses nothing in translation to the small screen – except its difficulty. Even so, it's very exhilarating and miles better than *Super Monaco GP*. 77%

**OUT RUN EUROPA**
**SEGA** **£19.99**
The road racing saga lives on, but even with impressive details on the graphics and a few nice tunes, it will fail to impress the majority of games players. 64%

**PAC-MAN**
**SEGA** **£24.99**
What a great little game this is. Everything is just like in the coin-op – even the music brings back memories. Trouble is, after a while it soon wears off and boredom sets in. 66%

**PAPERBOY**
**DOMARK** **£24.99**
Die-hard *Paperboy* addicts will relish the challenge of yet another machine to complete it on. Comparatively good graphics and excellent challenge, but poor sound. 79%

**PENGO**
**SEGA** **£19.99**
This plays just like the old coin-op as you shove blocks of ice around and try to squash or electrocute animals. It may not pass the RSPCA laws, but it sure is a gas. 79%

**POP BREAKER**
**IMPORT**
Dodgy graphics and frustrating gameplay knock this back a little. Slow shoot-'em-up action that gets a little predictable after a while. 68%

**POPILS**
**DOMARK** **£24.99**
Puzzle fans everywhere should own a copy of *Popils*. Totally cutesy graphics enhanced with reasonably good sound fx. Addictiveness is the key to Domark's first, but definitely not last, venture on the GG. 89%

**PRINCE OF PERSIA**
**DOMARK** **£27.99**
One of the best games available. Little can be found to fault such an excellent piece of software where you guide your hero through a mysterious maze of Turkish Delight. 93%

**PREDATOR 2**
**ACCLAIM** **£29.99**
Avoid this if you possibly can as it is complete shovel-ware from the MS version, which wasn't too inspiring itself. Very disappointing. 38%

**PSYCHIC WORLD**
**SEGA** **£24.99**
Blimey, this is a truly awful game. It's one of those that actually makes you cringe as you play. Anyone who has bought this has our pity. 12%

**PUTT AND PUTTER**
**SEGA** **£25.99**
When this zany golf simulator was released, we were pleasantly surprised. Good scrolling effects and a wide range of options make it the best available. 85%

**RASTAN SAGA**
**SEGA** **£24.99**
Under-rated slash-'em-up adventure game that contains loads of locations and a variety of very tough opponents. The backgrounds and sprites are very smooth. A must-buy. 91%

**RC GRAND PRIX**
**IMPORT** **£29.99**
Even though many find radio controlled cars a great pastime, it doesn't seem to come across too well. This has all the right elements, but doesn't manage to keep your attention. 59%

**SHINOBI**
**SEGA** **£24.99**
Works well on the Game Gear, although it's a little short and will soon be completed by anyone who's played any of the series before. Still, it becomes very addictive. 84%

**SHINOBI II**
**SEGA** **£27.99**
Totally addictive gameplay with different routes to explore everywhere. Rescue your fellow ninja and find the Elemental Crystals to enter the final battle. It's addictive, but as with the first, it may be too easy. 90%

**SKWEEK**
**SEGA** **IMPORT**
Also known as *Slider*, it has colourful graphics that are a tad on the small size. All the addictiveness of *Klax* with 30 password levels. 82%

**SLIDER**
**SEGA** **£24.99**
Also known as *Skweek*, it has colourful graphics that are a tad on the small size. All the addictiveness of *Klax* with 30 password levels. 82%

**SOLITAIRE POKER**
**SEGA** **£24.99**
Yawnarama card game has nice sprites, but sound and gameplay soon become annoying. Novelty wears off, even the girl telling you how many levels you've got to go. 70%

**SONIC THE HEDGEHOG**
**SEGA** **£29.99**
Crystal clear, super fast graphics with original zones and guardians based on the MS version. Love him or loathe him, Sonic fits in your pocket in fine style. 91%

**SONIC THE HEDGEHOG 2**
**SEGA** **£24.99**
As with the original, this is better than on the other formats. Excellent scrolling and sprite animation proves Sonic can be improved, but its similarity could prove too much. A fantastic game in its own right. 95%

**SPACE HARRIER**
**SEGA** **£24.99**
The hit conversion has been ripped to shreds here. Jerky playability and blocky sub-standard graphics make this a shambolic affair. Oh dear. 71%

**SPIDER-MAN**
**FLYING EDGE** **£24.99**
Forget the Master System, Flying Edge have based this little beauty on the Mega Drive version. It's not only packed with cartoon story statics, but also some enthralling gameplay over five massive stages. 92%

**SPIDER-MAN 2**
**ACCLAIM** **£29.99**
A slightly disappointing follow-up to the highly acclaimed original. However, it offers a considerable challenge and there is plenty to do. Spidey fans should be suitably impressed, but not amazed. 66%

**STREETS OF RAGE**
**SEGA**
**£24.99**
Furious beat-'em-up action at its finest. Two-player option included, but only two fighters to choose from. Graphics can prove a tad annoying at times, but the gameplay more than makes up for it. 89%



**STAR WARS**
**US GOLD** **£27.99**
With a 4Mbit capacity, the graphics are above average for the small screen and the gameplay is completely absorbing and adventurous. A huge hit with any fan of the movie for sure. 90%

**SUPERMAN**
**VIRGIN** **£27.99**
Good old Superman has finally made his way on to the hand held and he's pretty good too! Novices may find this a little difficult, but at least it will keep you going for a while. 77%

**SUPER GOLF**
**SIGMA** **IMPORT**
Golfing made simple. Not as realistic as *Leaderboard* but just as much fun. Cartoon graphics, caddies with different personalities and colourful option screens make this a sim for the less serious golfer. 86%

**SUPER KICK OFF**
**SEGA** **£29.99**
The definitive footy game on the GG. Amazing playability makes the MS version blush with shame. Fast gameplay means frantic goal scrambles, but there is some speed blur. Totally excellent! 93%

**SUPER MONACO GP**
**SEGA** **£19.99**
While there's certainly speed, it lacks everything else – especially feel. The graphics are ultra simplistic, sound basic and gameplay very boring. 55%

**SUPER MONACO GP II**
**SEGA** **£25.99**
Nothing more than an average racing simulator. Top quality scrolling really works. Terrible sound effects and laborious backgrounds don't. Lost again, Ayrton. 71%

**SUPER OFF ROAD RACER**
**VIRGIN** **£24.99**
With eight stages of arcade racing madness, it is sure to be a hit. Thoroughly challenging and compelling from the word go. The graphics are as close to the original as possible. Highly recommended to all boy (or girl) racers. 90%

**SUPER SMASH TV**
**FLYING EDGE** **£24.99**
Remember the arcade game? Forget this then. Dire sprite animation and repetitively poor graphics totally ruin a good license. Just don't bother. 58%

**TALESPIN**
**SEGA** **£24.99**
Disney games are reknowned for their cartoony feel and this is no exception although it fails miserably in the gameplay stakes. 35%

**TAZ-MANIA**
**SEGA** **£24.99**
A fantastic platform game with tremendous variety in graphics and sound. There's a tough challenge set in the opening levels, but it's well worth persevering. 84%

**TENGEN'S WORLD CUP SOCCER**
**DOMARK** **£27.99**
Enjoy the thrills of a World Cup tournament on the small screen. With 24 countries, a management facility and a gear-link option, this is a highly addictive and playable soccer game. 85%

**THE TERMINATOR**
**VIRGIN** **£27.99**
One of the finest platform blasters ever to arrive. Superb sprite animation and totally challenging missions. A few gameplay quirks may prove annoying, but everything else is tops. 91%

**TOM AND JERRY**
**SEGA** **£27.99**
A cat and mouse chase in search of hidden treasure takes you through six action-packed levels. Plenty of traps and fun cartoon characters make this a highly enjoyable adventure. 80%

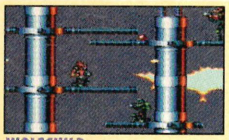
**VAMPIRE MASTER OF DARKNESS**
**SEGA** **£27.99**
Victorian vampires are sweeping London like the plague. It's up to you to get rid of them! A real blood-sucking platform adventure, taking you through the heart of London in the grisly 1900s. 85%

**VIKING CHILD (THE)**
**GAMETEK**
**£19.99**
Cuteness at its best. A platform adventure which offers a large amount of gameplay. Eight stages of immense fun coupled by totally creative backgrounds. 84%

**WWF: STEEL CAGE CHALLENGE**
**ACCLAIM** **£29.99**
The Gear is used to its full potential with this excellent take-off of the sport. The best wrestling game yet, but obviously it won't appeal to everyone. 84%

**WAGON LAND**
**NAMCOT** **IMPORT**
Cute Japanese graphics with rather impressive additional features. Nothing more so than the weapon your user friendly frog fires. 66%

**WIMBLEDON**
**SEGA** **£29.99**
Struggling to see the ball is not the only problem with this version. The sprites aren't too impressive either. Alongside this, the difficulty is far too challenging. 48%



**WOLFCHILD**
**VIRGIN** **£27.99**
Like the MS version, this is really a basic platformer that lacks ideas and gets pulled down with dull and lifeless gameplay. Not one for the collection unfortunately. 59%

**WONDER BOY**
**SEGA** **£19.99**
This little foray adds fun to the normal arcade adventure. The great graphic and sonic effects combined with deep gameplay, make this a very addictive game. 84%

**WONDER BOY: DRAGON'S TRAP**
**SEGA** **£19.99**
Far from a wonderful episode in the series. A predictable scenario appears, including a cute main character and an in-depth arcade adventure. Okay in its own right, but unoriginal. 75%

**WOODY POP**
**SEGA** **£19.99**
*Break-Out* games are two-a-penny nowadays. While this one doesn't take them to the Twilight Zone, it does add loads of neat graphics and smart gameplay features. 87%

**WORLD CLASS LEADERBOARD**
**SEGA** **£24.99**
Everything a golfer could want: clubs, courses and some crackly speech! Gameplay is limited and sometimes very slow, but two-player mode is appealing. 80%

**The biggest ever Sega game catalogue will return next month, packed with more info than ever before. With more Protips and more ProFiles, can you afford to miss it?**

## ALISIA DRAGOON

### MEGA DRIVE
### VARIOUS TRICKS

For everyone who has this popular release, here are loads of tricks to try out. First turn on your console and when the word "Sega" disappears, press and hold A. When the words "Produced by Game Arts" disappears, release A and press and hold B. When the words "Associated with GAIMAX" disappear from the screen, release B and press and hold C. When the words "Music composed by Menaco Associates" disappear from the screen, release C and press and hold START. You should hear a bubbling musical tone. Now you can execute the following tricks.

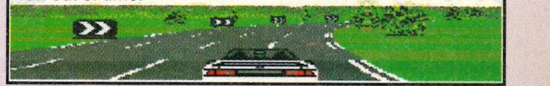
| | |
|---|---|
| Press A on pad 2 pause the game. | Tap for frame-by-frame slow-mo. |
| Press A on pad 2 then hold UP on pad 1 and press B on pad 2 | refill the hit point meter. |
| Press A on pad 2, then hold B on pad 1 and press B on the pad 2 | Increase thunder magic power. |
| Press C on pad 2 | Skip ahead one stage. |
| Press C on pad 2 then hold A and B on pad 2 | warp to stage 6 |
| Press C on pad 2 then hold Start on pad 2 | warp to stage 8 |



## LOTUS TURBO CHALLENGE

### MEGA DRIVE
### AUTOMATIC QUALIFICATION

If you're tired of just missing the stage finish and wish to get the ending screens over and done with then simply enter MANSELL as your password and start the game. Now you can't fail to qualify in every race – even if you run out of time.



## GAME GENIE CODES

**Every month, Game Genie codes are updated and sent into us at SEGAPRO. If you are stuck on a particular game and the relevant code has not been listed, phone the Game Genie helpline on (084) 323088. More game busters next month, but if you discover any codes in the meantime send them to: Game Genie Codes, Paragon Publishing, SEGAPRO, 124 Old Christchurch Road, Bournemouth BH1 1NF.**

**JAMES POND II**
AVAAAAAA
Turns most enemies invisible

**NHLPA HOCKEY'93**
RH7TR6OE
Master Code must be entered
AANACAC2
No time limit
AWEAAA7Y
Infinite timeouts

**CHUCK ROCK**
BEATEABW
Start with 10 lives
B5RAAA3Y
Infinite health
ANATEABA
Start on level 5, Zone 3

**STREETS OF RAGE 2**
AW7TAA7J
Infinite lives
BF1AAADR
Start with 8 continues
NM6TAAGY
Choose up to 99 players on option screen
TERTBALA
Enemies are easier to kill

**THUNDERFORCE IV**
AABTAAA5J
AJTAAA20
RZMTA6YW
Initial Master Codes
A25TAA8T
Invincibility
AKWTAA8R
Infinite Lives
CBXAAAFC
Start with 21 lives

**TOEJAM AND EARL**
ZZ8ADT2Y
This causes all enemies to vanish!

## ACTION REPLAY PRO CODES

**The Pro Action Replay is a games-busting cartridge that not only allows you to enter codes for cheats, it also lets you find them yourself. This month we've also got Game Gear codes! The Game Gear Action Replay is Datel's latest addition to their cheats range, so if you're a GG owner, it could be a necessity!**

**If you have any Pro Action Replay codes for either the Mega Drive, Master System or Game Gear send them to:**

**Mark's ProTips, SEGAPRO, Paragon Publishing Durham House, 124 Old Christchurch Road Bournemouth BH1 1NF. We'd prefer it if you sent in codes for new games, but we don't mind codes for old games too!**

### MEGA DRIVE

**DRACULA**
FF09790006
Infinite lives
FF096F0003
Infinite health

**FANTASTIC DIZZY**
FF81490002
Infinite lives

**FLASHBACK**
FFD3D70005
Unlimited energy

**JURASSIC PARK**
FF00530003
Infinite lives

### MASTER SYSTEM

**JAMES POND II**
00DA7E03
Infinite energy

**SLIDER**
00C39704
Infinite lives

**SPIDER-MAN**
00DF7FFF
Invincibility

### GAME GEAR

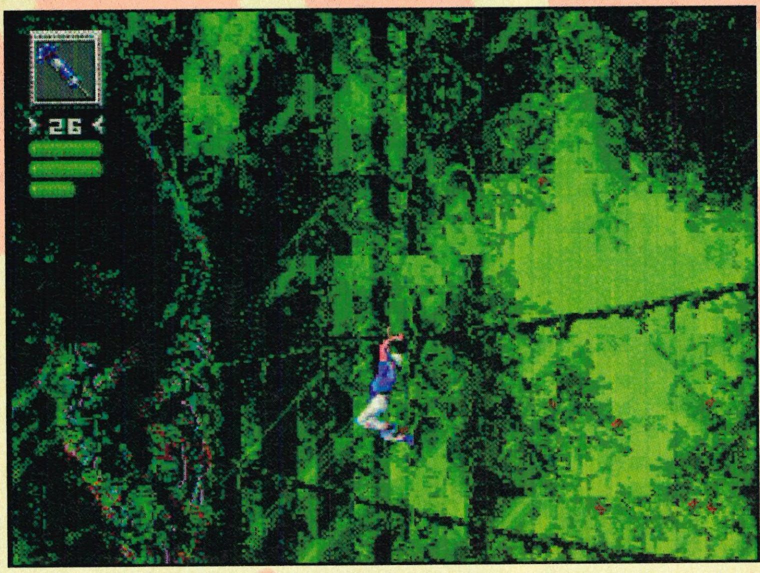
**CHAKAN**
00DFB3F0
Infinite energy
00DFA501
Start with ice sword
00DFA50A
Start with fire/ice supersword

**GLOBAL GLADIATORS**
00D501xx
xx lives

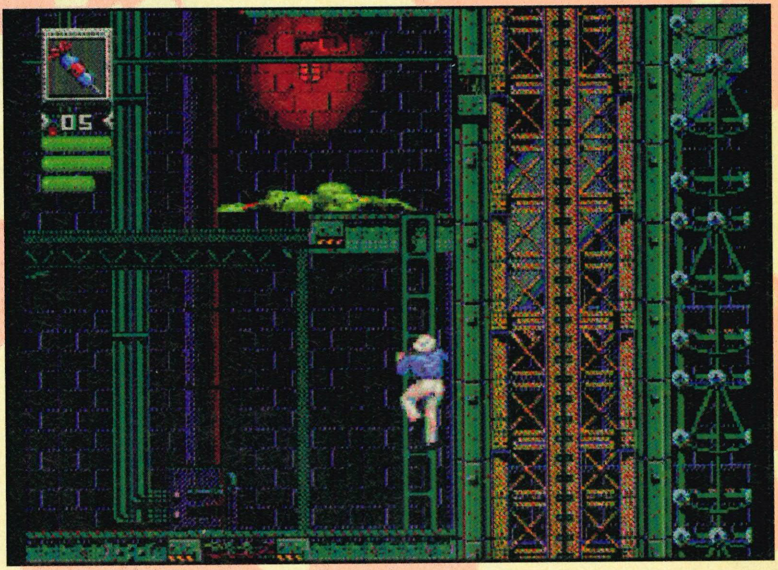
**SONIC THE HEDGEHOG**
00DFB3F0
Infinite energy
00D2A0003
Invincibility
00DC0A02
Infinite power sneakers

**STRIDER**
00D48503
Infinite lives

**TAZ-MANIA**
00C00205
Infinite lives
00C3097F
Infinite energy



The ever-fearless Grant uses more than one of his abilities to find a way through the opening level, The Jungle. Swinging across the vines is a particularly useful means of travel at the most difficult parts of the game and is a common occurrence.

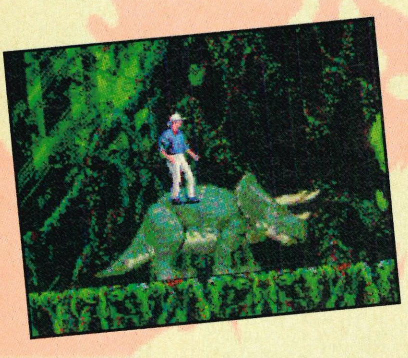


The man of many talents now puts another movement into use as the steep ladders pose a problem. As you can see, it's a good idea to stun the dinosaur at the top before even thinking about climbing up to cross over the power cable.

Game supplied by The Video Games Centre © (0202) 527314

# JURASSIC PARK

**Sinister goings on have been terrifying the SEGAPRO staff into begging for mercy. "No-more, I cannot take this torture" can be heard in the Paragon corridors. "What's their problem?" I hear you cry. Well, that tricky dinosaur game *Jurassic Park* is the culprit. If you're having one or two hang-ups with this platform adventure, your prayers are about to be answered. Jason Johnson digs deep and discovers its hidden secrets.**

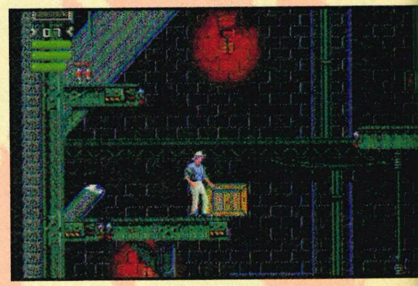


## JUNGLE

Do not stun the Triceratops; jump on its back and hop down onto the ledge to leap across the gap. Walk two or three paces forward and duck, stunning the dino in front. Proceed carefully along the higher ledges of the Jungle and the deadly spikes won't trouble you. However, flying dinos will attack from the skies and you must shoot them down.

You will arrive at an area where you're unable to continue along the higher ledges and must drop down. At the bottom there's a pit of spikes – avoid this by jumping and leaning right. As you drop through the vines of the Jungle be especially careful of falling further than necessary – it may be just too far for Grant to survive.

Glide down the slopes and enter the hidden caves to the far right edge of the Jungle, not forgetting to collect as many power-ups as possible. Wait on the ledge that faces right and where boulders repeatedly tumble down. Just as one falls down, drop below the Triceratops and jump across the gaps until you reach the far side. A tricky drop to the exit will see you into the second level. If you're using the Raptor, follow the same directions and you'll find Grant in the same place.

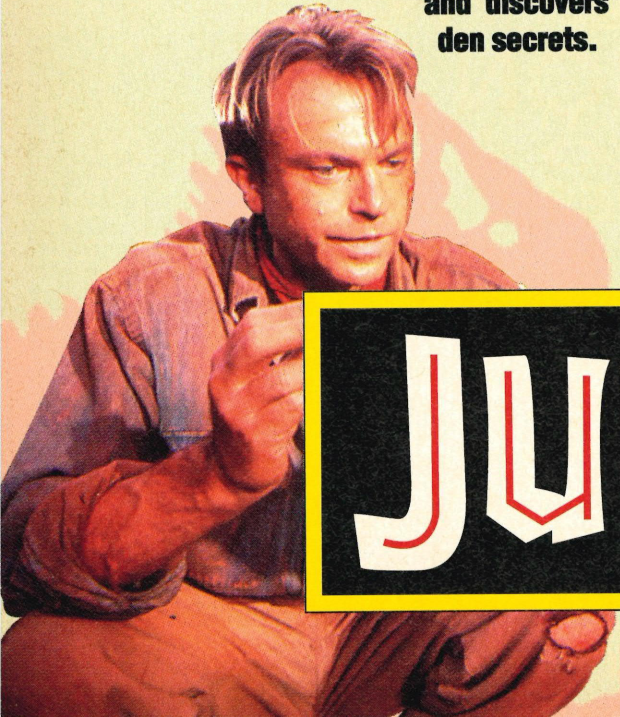


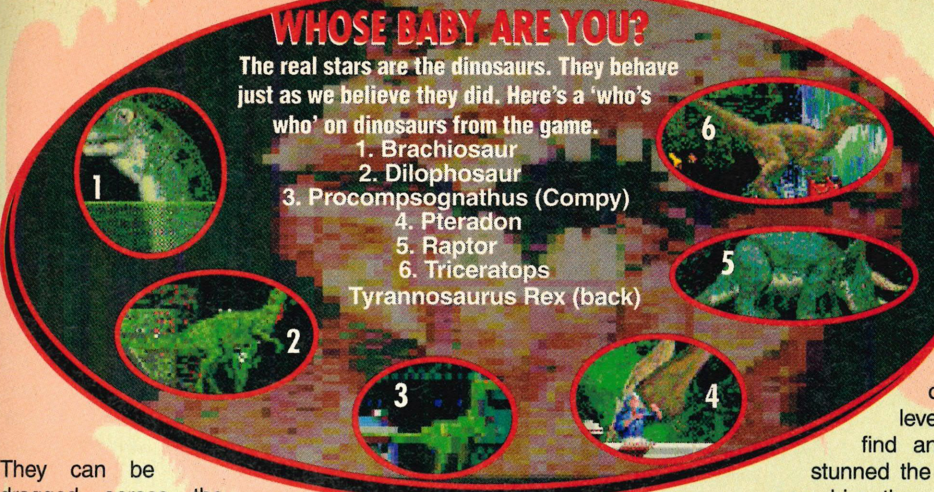
Step onto the crate and jump up to reach the red-banded darts. Very useful when running out of ammo.

## POWER STATION

There's nothing particularly difficult about this level; you're aiming for the bottom-right section. If you're using the Raptor, life is extremely simple; just jump on each of the soldiers as and when they appear and attack the dinosaurs when you need to.

To reach higher platforms and ledges it's a good idea to use the crates scattered about the early part of the level.






## WHOSE BABY ARE YOU?

**The real stars are the dinosaurs. They behave just as we believe they did. Here's a 'who's who' on dinosaurs from the game.**

1. Brachiosaur
2. Dilophosaur
3. Procompsognathus (Compy)
4. Pteradon
5. Raptor
6. Triceratops

Tyrannosaurus Rex (back)



They can be dragged across the screen to give you a much needed boost. Remember to hold UP simultaneously with the jump button and the Raptor will jump even higher.

Towards the end of the level there are one or two problems still remaining. The electrified fence challenges Grant into climbing to the top without being electrocuted. It's a good idea to use the platforms on the right and wait momentarily until the charge changes direction.

Continue using the normal method of killing perpetrators and avoiding electrical charges to exit in the bottom-right corner of the level. It's easy to find and once you've stunned the T-Rex you can pass him, then drop down and escape.

## RIVER (GRANT ONLY)

Judging your way down the river is not an easy task and you'll probably find the going tough. Dropping off the edge of a waterfall often leads to the problem of not knowing which way to steer the dinghy. If you follow the rule to steer the opposite way that the water is flowing you should be safe.

You will notice ledges with dinosaurs and power-ups are scattered along the river bank. Collecting as many as possible will prove vital as you reach the later levels. A T-Rex which appears out of the bank will not let you pass unless you stun it with several darts or grenades. Use three or four red-banded darts to do the job properly. The second T-Rex should be dealt with in a similar manner and your path is clear to continue to the lower regions.

To find a hidden underground lake you must pass the T-Rex and continue downstream until there is an area on the right where you can jump out of the dinghy onto the river bank. Do this and you'll find a third dinghy which you must use to go down the middle set of falls and into the underground lake. Once here, go right and wait for the Brachiosaurus to sink into the water. Run right, jump over or kill the Triceratops and exit.

## HOLY BALONEY

**The various weapons available to would be dino-killers each have their own use, be it close combat or long-distance shooting.**

**Blue-banded darts**
Not particularly powerful, but there are plenty to be found.

**Red-banded darts**
This is the best dart Grant can use. It stuns a dinosaur immediately.

**Stun Gun**
Hold the fire button down for improved fire-power.

**Gas grenades**
Very useful from a distance and a common power-up.

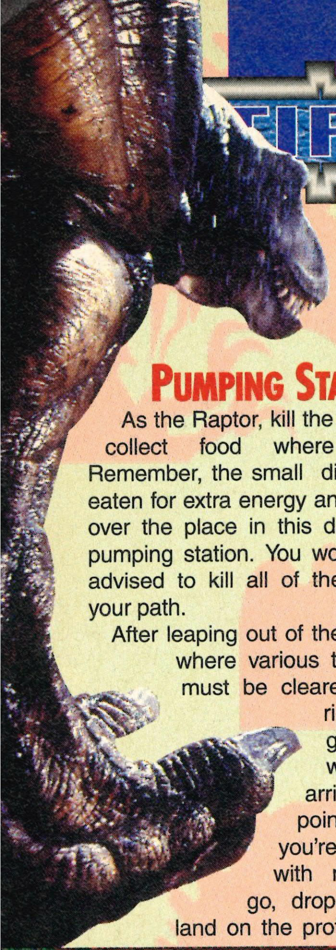
**Flash grenades**
This is very effective as it blinds the dinos, but is difficult to aim in a rush.

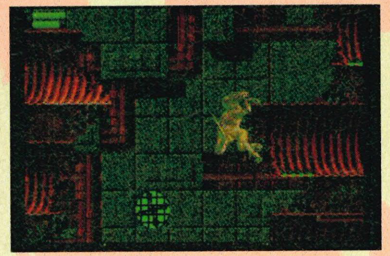
**Concussion grenades**
Very easy to use, but not particularly effective.

**Rockets**
Ultimate weapon. Very, very accurate and powerful.









## PUMPING STATION

As the Raptor, kill the guards and collect food where possible. Remember, the small dinos can be eaten for extra energy and they're all over the place in this dingy, damp, pumping station. You would be well advised to kill all of the guards in your path.

After leaping out of the initial area where various tricky jumps must be cleared, proceed right. Kill the guards and when you arrive at the point where you're facing left with nowhere to go, drop down and land on the protruding platform. Repeatedly jump right using the platform and you'll arrive at a brick wall. Pounce-attack this wall and it'll crumble, allowing you to proceed. Use the various walkways and aim for the far right area of the screen. Drop down and fall left to exit.

If you are using Grant in the Pumping Station you must press several switches along the way. Do this and a similar path to that of the Raptor (described above) will lead you to the exit. As usual, kill the dinosaurs and collect as many power-ups as you can find to ensure your success.

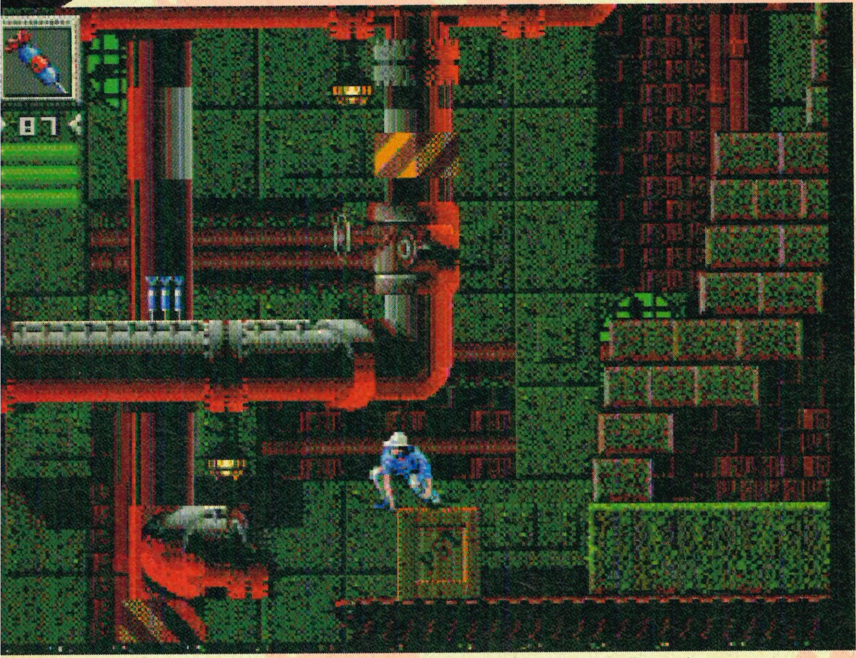
## CANYON

As the Raptor, there are times when you need to kill several guards; but with just one area ridden with these rather mortal beings, little is in your way. Aim to stay in the top half of the screen – fall down a gap and you're history. Take care to avoid the Pteradons and hop along until you reach the far top-right of the screen. You will be unable to go any further across, so make your way down. Jump on the fragile rock and it'll break away beneath your claws, sending you into the

### WHAT'S THE MAGIC WORD?

**Grant**
Jungle – n/a
Power Station – 205KI02F
River – 442C202Q
Pumping Station – 6UUS3058
Canyon – 8VVVL295
Volcano – AVVUP8EL
Visitors' Centre – CVQNBAAR

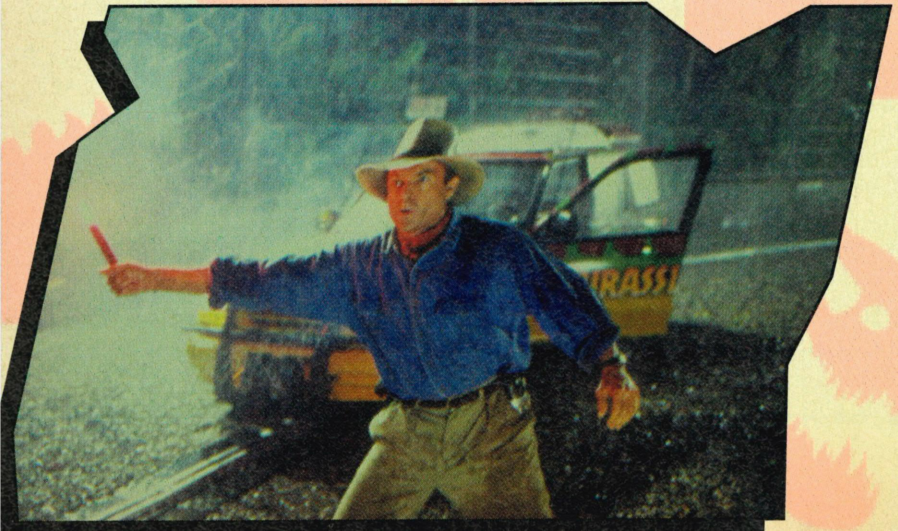
**Raptor**
Jungle – n/a
Power Station – I21G0016
Pumping Station – K21G0018
Canyon – M21G002B
Visitors' Centre – 021G002D



It's a hard life when you're not sure where you're going, so take a well earned rest on a nearby crate and watch the world go by. This is not particularly useful advice as you're likely to be blasted by hot, toxic gasses any moment, but Grant is totally stumped.



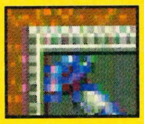
Now that's not the friendliest looking dinosaur in *Jurassic Park* and it's a good idea to stay well clear. Those grenades over the other side could come be very handy so stun the dino with a red-banded dart and jump over to collect them.



## HIDE AND SEEK

**Hidden on every level of *Jurassic Park* are special bonus pick-ups which will either supply you with ammunition, fuel or a replenished energy bar. You must search high and low to find them, but if you don't collect these items you'll soon be extinct.**

**Blue/Red-banded darts**
Add ammunition to your ever-decreasing supply of harmless tranquilliser darts.



**Rockets**
A weapon needs ammo to be of any use at all, so collect these powerful rockets.



**Battery**
To restore your stun gun's charge you must find a battery or two.



**Gasoline**
Needed to keep the dinghy motor going.



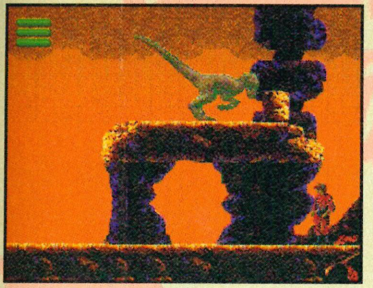
**Gas/Flash /Concussion grenades**
As with the darts, these add to your supply of useful grenades.



**First Aid Kit**
Restore health, Note: Compy dinosaurs can be eaten to increase energy.



# JURASSIC PARK



The guard below can be killed with the assistance of the crate; simply push it off of the side of the cliff.

final level.

If you're using the intrepid Grant, follow a similar method and you'll be free in no time. There are various power-ups in the lower regions of the level, but it's not wise to venture too far South. Your exit is once again to the far right. The tricky Volcano is all that stands between you and the Visitors' Centre.

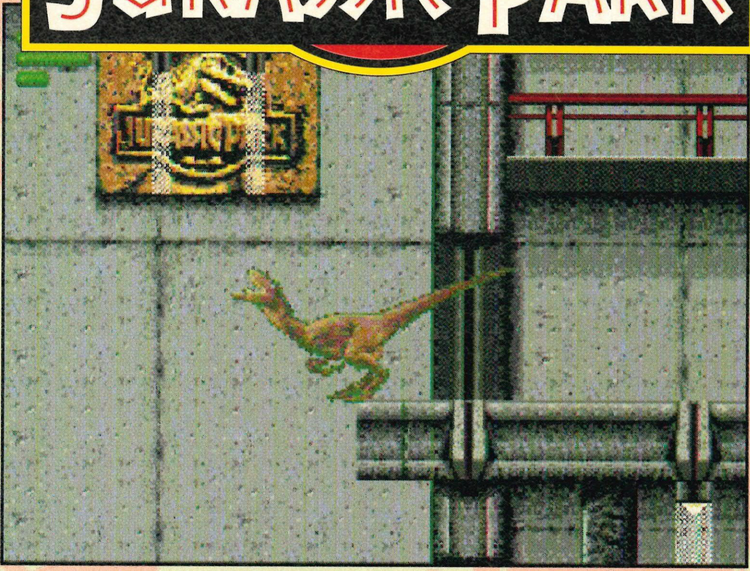
## VOLCANO (GRANT ONLY)

An agile and daring Grant will find the exit with ease, but if your jumping skills aren't up to scratch there could be one or two problem areas ahead. The first of these is at the beginning when you're sliding down from the third ledge, situated on the right of the crevasse. Slide down and jump before you fall off of the edge, and another ledge with a grenade power-up is within reach.

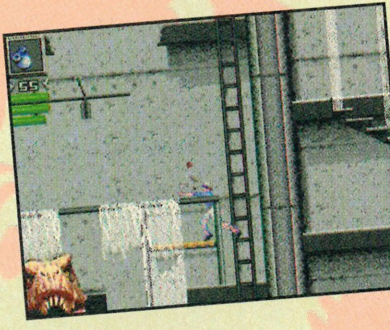
Above and below there are treacherous gaps and dinosaurs to contend with. Deal with them in the normal manner and collect as many power-ups as you can find; they'll help you through later levels. Use the staggered blocks to climb upwards. At the top of the volcano you should find several power-ups, including energy and tranquilliser darts.



You are aiming to reach the top-left section of the volcano and this is easily achieved if you take care and avoid falling between the deep gaps. Once in the top-left section of the level, slide down and follow the path of the platforms until you can go no further. Now, jump across the wide gap and cling onto the rock face. Clamber up and jump left, drop down to the right and continue clambering down as far as you can. Jump right and the exit is on the right; just after a couple of vicious dinosaurs launch a last ditch attempt to kill you!



The Raptor appears to be waiting for the lift, but it never arrives for the simple reason that there isn't one. Unlike Grant, the dinosaur can jump down without too many problems and carry on with his journey.



## VISITORS' CENTRE

You will come across one or two problems in this final level, but they shouldn't be too taxing at this late stage. To open a door simply give it a good kick and it will swing open. Lifts are operated by pressing the button (UP) and they automatically take you down.

You'll reach a part of the level that appears to be a dead end. If you reflect on the film you may remember that Grant and Ellie escaped by clambering through a section above the false ceiling. This is what you now have to clamber into and a useful crate will help you reach the cramped loft. Run right, jumping across any dangerous gaps and you'll eventually exit into the final battle zone.

To finish the game you're going to need a few powerful grenades. These can be found by dropping down to the ledge on your left. Jump into midair so that you land on the smaller skeleton. Jump down and two hungry Raptors must be dealt with. Surprisingly, attacking them is absolutely useless!



Stand near the Raptor on the right and throw a red grenade. The skeleton will rattle, making several bones fall. Avoid the bones and walk left until you're standing next to the second Raptor. Throw another red grenade and the smaller skeleton will shake, sending more bones hurtling towards the ground. Avoid them and throw yet another red grenade. Both skeletons will collapse, trapping the Raptors and freeing Grant. You are instructed to escape using the helicopter and will fly into the sunset.



If you're controlling the Raptor, keep to the same path as if you were using Grant and you'll arrive in a corridor where you should jump up to the false ceiling. Instead of doing this simply run right, opening the doors and killing anything in your path. When you are unable to go any further, jump up and kill the guard, run right and exit to the final museum area.

It may look as though you must attack Grant with your deadly claws, but to kill him stand next to the boulder on the right and kick it. This results in the skeletons collapsing and Grant vanishing from the screen, finishing the game and showing the end screen with the Raptor in a wooden crate.



Cor, blimey I must be getting too old for this! A strenuous, last ditch attempt to climb up and replenish Grant's energy supply is hindered by the presence of another dino. Stun this one as quickly as possible and jump up to find the much needed repair.



An unwelcome attack as Grant drops onto a conspicuous looking ledge gives him even more strife.

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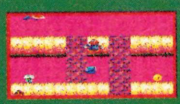



# JAMES POND 2

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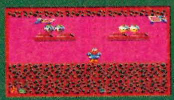
**Mark Hill puts on his agent suit and supplies this mission-by-mission guide. Nine levels of toy factory mayhem are broken down with the best tips and advice that good old Agent Hill could muster.**

### MISSION 1 SCARY SPORTS



From outside the factory, enter the first door which will take you into the Sports Mission. Instead of going right by following the arrow, walk a little way to the left and you'll find an exit post with and a gold star to give you an extra energy bar. It's so easy!

### MISSION 2 FRIGHTFUL FLUFFY TOYS



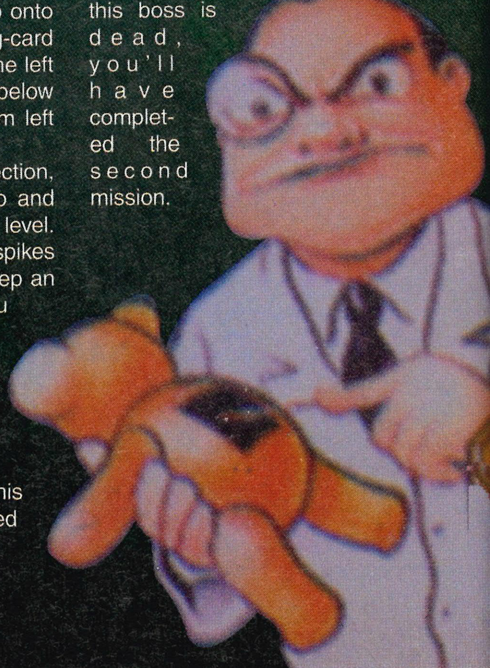
Walk right until you reach the stairs. Now go about halfway up and stretch as far as you can go whilst avoiding the playing-card birds. You should cling on to a platform. Once you've found this, move to the right and drop down onto a platform. Collect the gold star and use the other platforms to move left to the far edge of the screen. Now stretch up and cling onto the two teddy faces and drop onto the upper platform. You'll need to use the balls of fluff as stepping stones to reach a line of teddy bears that have green worms crawling by the side of them. Jump over the worms and drop onto the next gap. Avoid the playing-card birds and worms and keep to the left as you drop. The exit is not far below and can be found in the bottom left corner.

As you appear in the next section, run right as far as you can go and keep on the same platform level. Jump all the gaps, as the spikes below them are deadly, and keep an eye on the worms. When you reach a five-ball pillar, stretch up. Collect the gold star to your left and go right, drop to the previous level and continue right to the exit post at the end.

The third section of this mission should be tackled with caution. Jump up to the top of the platforms from where you are, then collect the pink star in the top right corner by the bricks. You'll need to avoid the bullets so drop down and keep moving so they won't catch you out. At the bottom, walk slightly to the right and jump up the series of small platforms whilst avoiding playing-card birds and collecting various objects. When you reach the top, move right to another bullet section. Zig-zag left and right down the section and time your drop so you fall just after the bullets are fired. At the bottom, make your way up and then right to the next bullet section. Now drop to find the exit to your right.

You'll now appear outside the factory. Make your way to the next door by going right; up the slope and then left to the next door. Now you will meet the Grand Teddy Bear. You'll need to bop him on the top of his head about eight times. Use the two platforms to make good your attack and always stand to the left or right depending on which of the three areas the teddy bear lands. Always jump back on the platform after an attack and remember to push down on the D-Pad for twice the power. Once this boss is dead, you'll have completed the second mission.





## MISSION 3 SICKENING SWEETS



Enter the next door by climbing the slope to your left then move right. Once inside, make your way as far right as you can go whilst jumping the spike pits and using the moving platforms for the longer gaps. Just after the second set of moving platforms you'll arrive at a long down slope with an exit at the bottom. Do not exit here as you'll end up back at the start! Instead, jump on the triangular platform above the exit which will take you to a tunnel. Go left as far as you can through the twisty path. When you reach a junction, continue left and drop down to the real exit.

On the next section, it's a case of judgement as you'll need to move left and right up the screen using cream clouds and pies as stepping stones. Always collect the umbrellas on the way up as they are helpful in

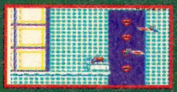



This man-eating car can be a tough motor to crack – especially when smaller versions exit his mouth!

slowing you down if you fall. When you reach a platform that's directly above your head, move left and jump onto the final cream bun. Jump up onto the platform with a black lollipop. Stretch up and cling onto another cream bun. Move right and find the wings on a lower platform. Collect these before walking right to discover three gold stars – they will replenish your energy. Now fly upwards; first to the left, then to the right, and then left again as you find gaps through the series of platform barriers. Fly with caution as the playing-card birds fly in threes. It's best to tap the controls to edge further upwards rather than risking a blind journey that will land you in trouble.

On the third section, keep moving right – along the base of the room. Use the sweets as stepping stones and never go up as there is no need. The exit is not far along the base. Just avoid the spikes and reach the end of the room to finish the mission.

## MISSION 4 MENACING TOYS



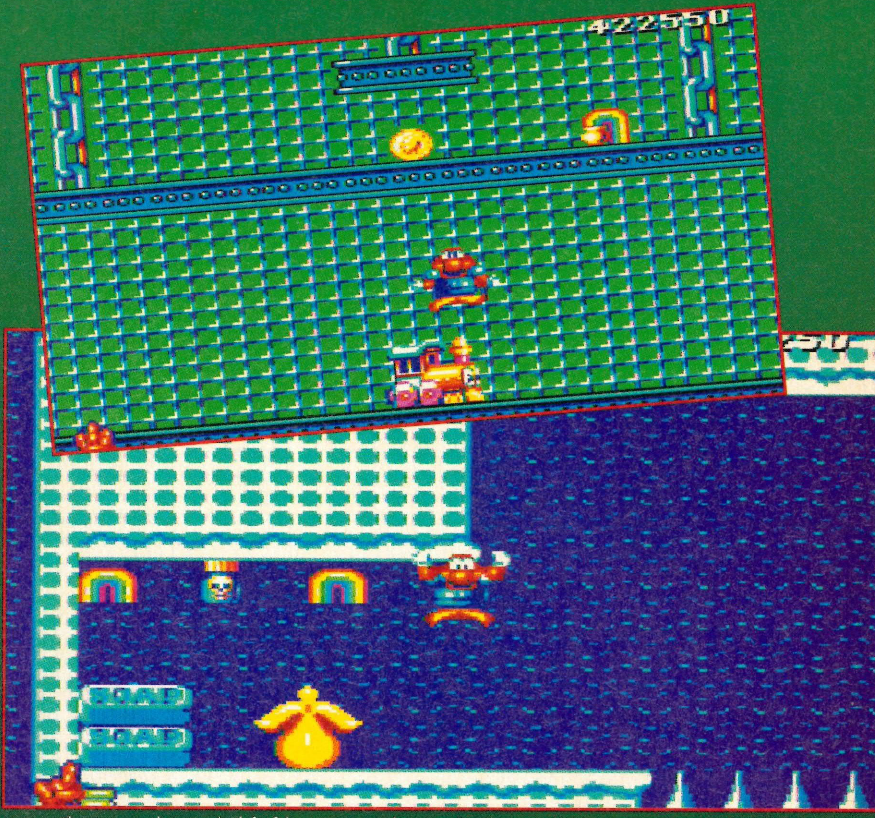
Move to the next door in the factory and begin the mission by jumping on the train to collect pink stars above you. Continue to move right and destroy the trains by bashing them on top three times. Some can easily be jumped upon whilst others must be bashed at intervals. There are a few spike-pits to jump, but if you keep moving right you'll come to the exit with ease. Just move with caution and this section will be fairly straight forward.

The second section is all about keeping up with the moving train you are on top of. You must keep moving because if you become stuck between a carriage, you'll die when the train runs off the screen. Avoid the aeroplanes by jumping over them as soon as they appear on the screen. The exit is on the engine at the front of the train.

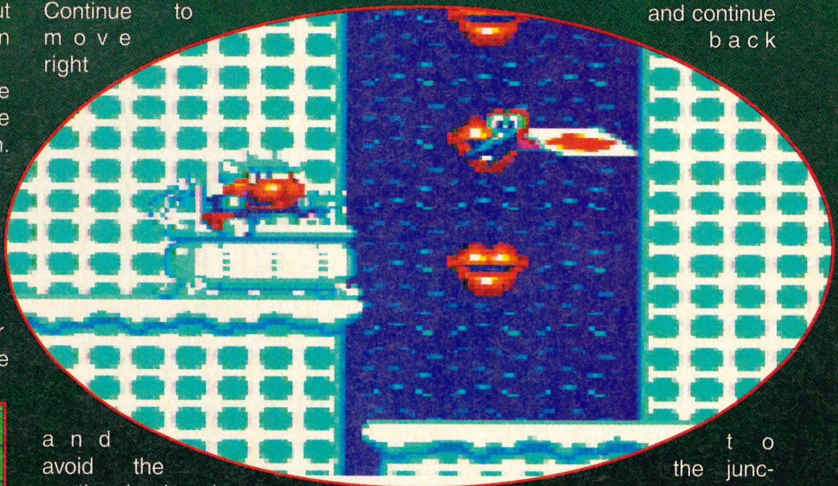
The next section comprises of mechanical toys and steel girder platforms. Be very careful as some platforms will drop and kill you instantly. Always stop just before suspended girders and wait for them to drop so you can continue safely. When you arrive at the pyramid of girders, go through the walkway second from the top and jump over the separate platform at the end – if you don't, it will squash you against the ceiling! Continue to move right and avoid the nasties by jumping over them. Touch the black lollipops as they are mid-level saves and they allow you to continue from them if you die. The girders will fall if you stay on them too long. So, watch out! Always move from girder-to-girder with a succession of quick jumps so they'll only move towards the ceiling a little. When you reach the exit, use the floor girder at the right wall as a lift and jump off it to exit safely.

On the fourth section, travel right until you reach a junction. Take the lower tunnel and move right to the end where you'll trigger a switch. Don't forget to hit the penguin bomb so you'll be able to exit the level. Go back to the point where the floor-gate prevented entry into a downward tunnel. You'll find this is now open. Drop down and collect the two gold stars at the end of the tunnel to the left. Now stretch back up the opening and continue back to the junction where you should take the upper tunnel. You'll find the section exit beyond three or four trains.

The next factory door will reveal a big car that must be bashed so you can finish the mission. The car will produce smaller cars as well, so you have a lot of bashing to do. Deal with the small cars first, then leap onto the top of the big car and bash it about eight times. Be quick as it will release smaller cars at certain intervals. When this boss is dead, you'll have completed the mission.



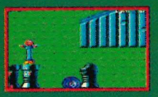

The two soap bars on the left of the screen can't be missed as there is a hidden room here that contains a host of stars that'll boost your energy level. On this level you can choose to cover the landscape in a bathtub or on foot – the choice is yours.





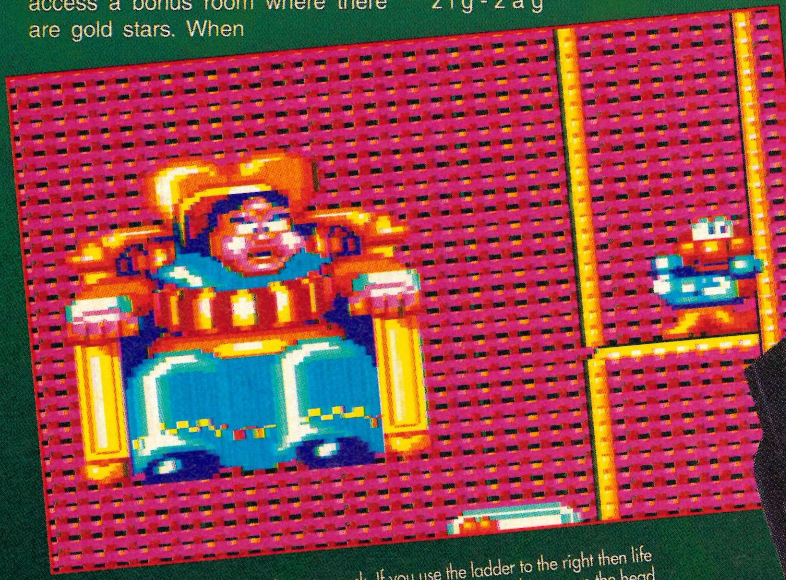

The level with mechanical toys can be very tricky with trial and error often being your only way of completing the mission. The train blocks your way through the small channel and the only way to pass is by jumping on top of it three times.

## MISSION 5 BEWARE OF BATH TIME!



The first section is easy if you keep to the top of the screen and watch for traps. Follow the string of bubbles that rise along the top of the screen and keep moving quickly until you reach the exit at the end. You'll only need to move right and there is very little that'll get in your way.

On the next section stay in the bath and move along the bottom until you reach two blue soap bars. Go through the bars and you'll access a bonus room where there are gold stars. When you exit the room, continue along the bottom until you find a large bath tub. Jump out your bath and leap on top of the tub. You'll drop inside and exit the level.

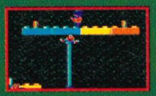


This boss can be a tough nut to crack. If you use the ladder to the right then life should be a lot easier. If you stay on the top rung and bop this guy on the head every time he reaches the highest level then the job should be a clean one.

On the third section you'll need to avoid the moving soap bars. To avoid getting crushed at the beginning, move right with large jumps so you arch over two soap bars at a time. When you reach the two ducks with a pair of soap bars in the middle, run under quickly as a section of the floor rises from the base to crush you against the soap. Continue along the section with a moving platform, collect the stars and then arrive at a series of mound levels. Drop as low as you can and use the moving soap platform to get across the spikes to the exit.

The final section has a moving background, much like the train level, and you'll have to keep moving if you don't want trapped. As there are many spike traps, you'll need to leave a full screen view for yourself whilst making sure you don't end up trapped behind a barrier. Leave yourself a good view to see where you're landing during high jumps. Exit at the end of the stage.

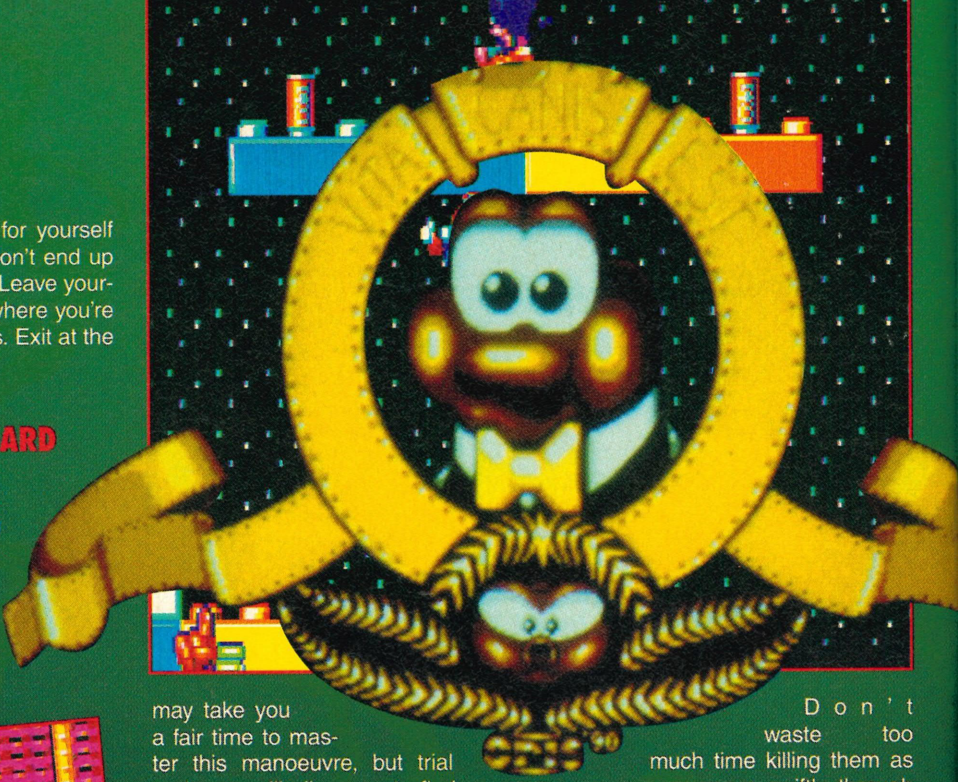
## MISSION 6 BELLIGERENT BOARD GAMES



When you enter the section that's decorated with chess pieces, make your way up the zig-zag tunnel whilst jumping over the rolling board pieces. Proceed with caution and be ready to time your jumps. When you reach the top, stretch



high up by the pipe and cling on. On the left wall of this channel, there is a branching tunnel that can't be reached from the ground. You'll need to cling onto the ceiling and drop onto the branching tunnel ledge by falling on to it at a diagonal. Avoid the playing-card bird as you do so. It may take you a fair time to master this manoeuvre, but trial and error will allow you to find the correct fall angle. When you reach the left tunnel, follow this down and stretch up at the opening until you reach the ledge that has crawling green worms. The path ahead is simple to follow until you reach the end of section exit.



The next section is littered with nasties and there are a lot of them too! The monsters that bounce up and down can easily be jumped over when they are at their lowest position.



Don't waste too much time killing them as you can move swiftly through the level if you're careful. When you reach the black lollipop, make sure you don't touch the items around it as they are deadly. Jump over and continue until you come across a gold 'stand-on' switch. Do not stand on it because, if you do, a platform will fall on your head! Instead, jump over and continue right until you reach the flashing exit. From here you can find three stars in a secret room beyond the exit. Just jump over it and go off the screen to the right. Once you have collected the stars, exit through the door.

The final section puts you up against a boss sitting in a chair. You'll need to bop him four or five times and the best way to do this is climb the ladder on the right and then figure out your foe's simple movement pattern. When he slides left and right towards the top of the ladder, bop him at his highest point at the same interval every time. You'll be safe on the ladder if you keep to the right. Remember to always stay on the top rung if you can. Beat this guy and you're on for the next mission's entertainment.



## MISSION 7 A CRINGING CASTLE



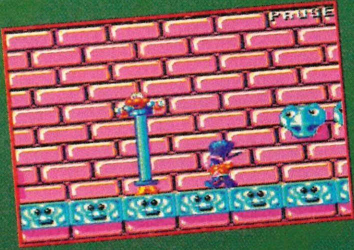
The first section is made up of lego bricks and you'll need to find the first penguin by jumping from the platform by the coke can over two lego pillars down to a small enclosure. Now stretch to the top of the screen and cling on to the ceiling. Move right and drop down on a higher platform then continue right. Collect the gold star and jump as far right as possible. The next penguin bomb is here in the corner and you must defuse it. Drop down and go right to find a third penguin bomb then stretch up to the platform above and watch out for the soldier at the top. To the right, there is a large down slope. Descend with care because if you go too fast, you'll land on the spikes. At the bottom of the slope, jump right onto the pillar and stretch up to the platform with an exit. Jump over the exit, walk to the platform beyond and drop down to find a second exit. You'll enter a bonus room where there are two gold stars to replenish energy and a toy plane you'll be able to fly in.

If you've collected the toy plane, the large tree stalk in the next section is easily avoided. Simply fly as far left as possible, follow the screen up to the left of the tree, then fly right from the top left corner along the top of the screen. When you reach the far-right side, drop down to find the exit.

Follow the same procedure in the next section. Follow the screen edges left, along the top, then down the right to find the exit.

On the castle section, the plane will save you a lot of effort as there is no need to climb the structure. Just fly upwards on the very left side of the screen and find the exit on the top of the highest cloud.

To finish the mission on the final section of the castle, just fly along the top of the screen, above the clouds, and drop down at the far right to get to the mission exit.





If you are lucky enough to find the toy aeroplane, these stages of the game are just so easy. This large beanstalk need not be climbed and by missing most of the enemies as well, you should be able to finish this mission in no time.



## MISSION 8 THE ATTACKING ARTS

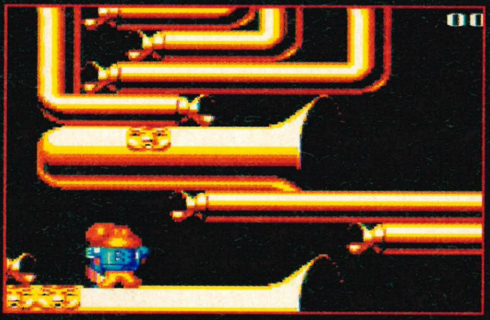


The first part consists of attacking pencils and bouncing monsters. Collect the gold stars between the typewriters and jump over the spike pits. The penguins will be discovered en route with the exit not being far away on what is a very straightforward and simple stage.

The next room takes on a musical flavour with pianos and other musical instruments. You should take the simple route and ignore moving platforms and false arrow signs. Move right and when the piano floor lowers, keep moving and don't stop as sections of the piano start to rise from the surface. When you've jumped the large spike areas, get onto the highest level on the pipes. When you reach the guitars, jump on the blue plectrums as the guitars can no be landed on. The yellow plectrum takes you up to a higher level and the exit is just to the right. Run towards it and don't stop as a section of piano will rise and attempt to crush you against the ceiling.

You'll now enter the pipe maze. From the start, you'll notice an exit to the left that you can't reach. There is a pipe opening just above this which reveals a secret room. Stretch upwards just to the right and enter this for some extra stars. Return at the start and move further right so you can stretch upwards and continue travelling right. You'll find more guitar plectrums. When you reach the yellow plectrum there is a blue one just above. Land on this and move left to take you back towards the pipes on a higher level. When the blue plectrum stops, you'll be able to access the highest pipe channel along the top of the screen. Move left to the top left hand corner and drop down to find the exit.

Back outside the factory, move to the door above your current location and challenge the lady. Use the two platforms for safety and approach and bash her four or five times on the head to finish the mission and get onto the next.



TIPS

# JAMES POND 2 CODENAME RoboCod

## MISSION 9 THE WACKIEST CIRCUS ON EARTH



Back outside the factory you'll discover there are no more doors further up. You'll need to drop all the way back to the ground, then walk right to find the padlocked mission nine door. Enter this to start the circus fun.

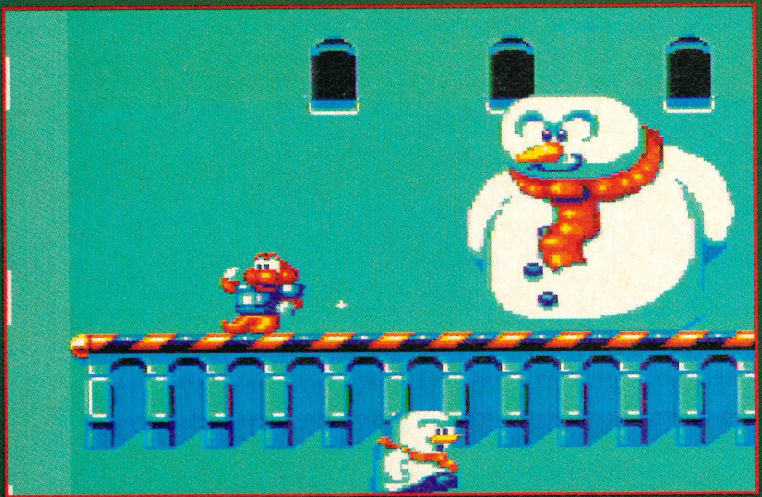
Move along the base past all the circus huts and look out for gold stars above. When you reach a large bonus block, bypass this as there are no bonuses inside. You'll find the exit with ease, just be aware of the two jumping clowns that surround it.

It's time to face the big cannon – you'll need to get inside and press jump to launch into a high upwards trajectory through loads of goodies and towards the exit. You can adjust your position to fly upwards and slightly right of the firing line. You'll be able to come up level with the exit platform. When you do, move swiftly left so you land on it at your maximum height. Exit through the door.

You'll have to defuse four penguin bombs in the next stage. Go into the tent where you can pick up the toy aeroplane, then fly up a channel in the middle of the large room to find four penguins – two on each side. Now go back down the channel, move to the right and go down through the fluffy platform clouds and find the exit. Once outside the factory, there is a switch you can stand on. This will cause a platform to rise – revealing a gap underneath. Jump off the platform before it takes you too far up, then go down the gap to find more stars.



The circus mission is typically full of clowns, tents, bouncy balls and all that business. The task for you, however, is to find the penguin bombs so you can make a hasty exit – and it's not quite so straight forward as it may appear.

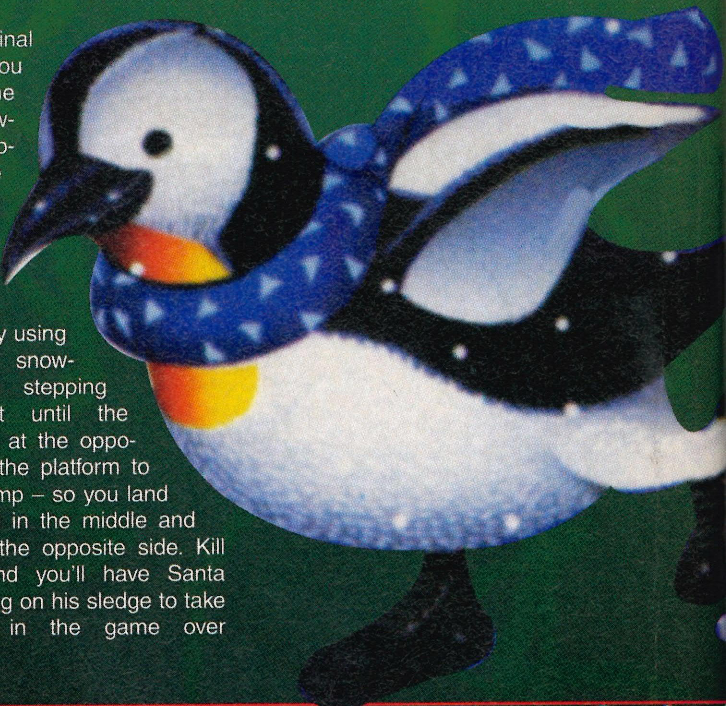


The final boss can be very tricky as his head detatches from his body and starts to roam the screen in an attempt to make your life all the more difficult. Use his head as a stepping stone to the platform as shown here then you'll be able to attack his body!

When you've collected these, go left and up to discover another padlocked door.

In the final room, you must kill the giant snowman by bopping him five or six times on the head. Get onto the platform above him by using the smaller snowman as a stepping stone. Wait until the snowman is at the opposite end of the platform to time your jump – so you land on his head in the middle and end up on the opposite side. Kill this guy and you'll have Santa Claus arriving on his sledge to take you away in the game over screens!







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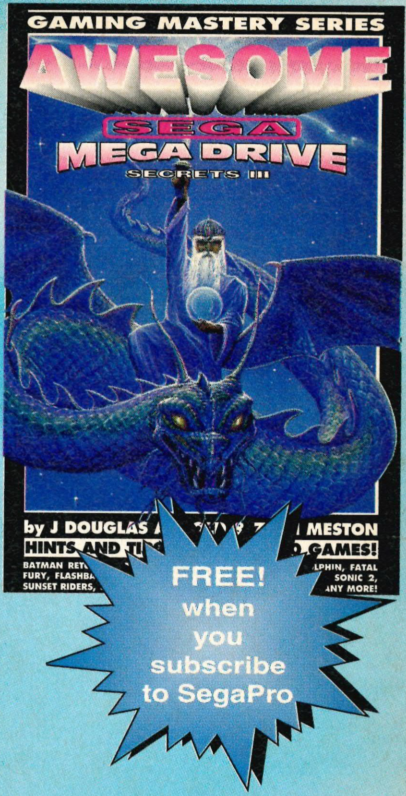
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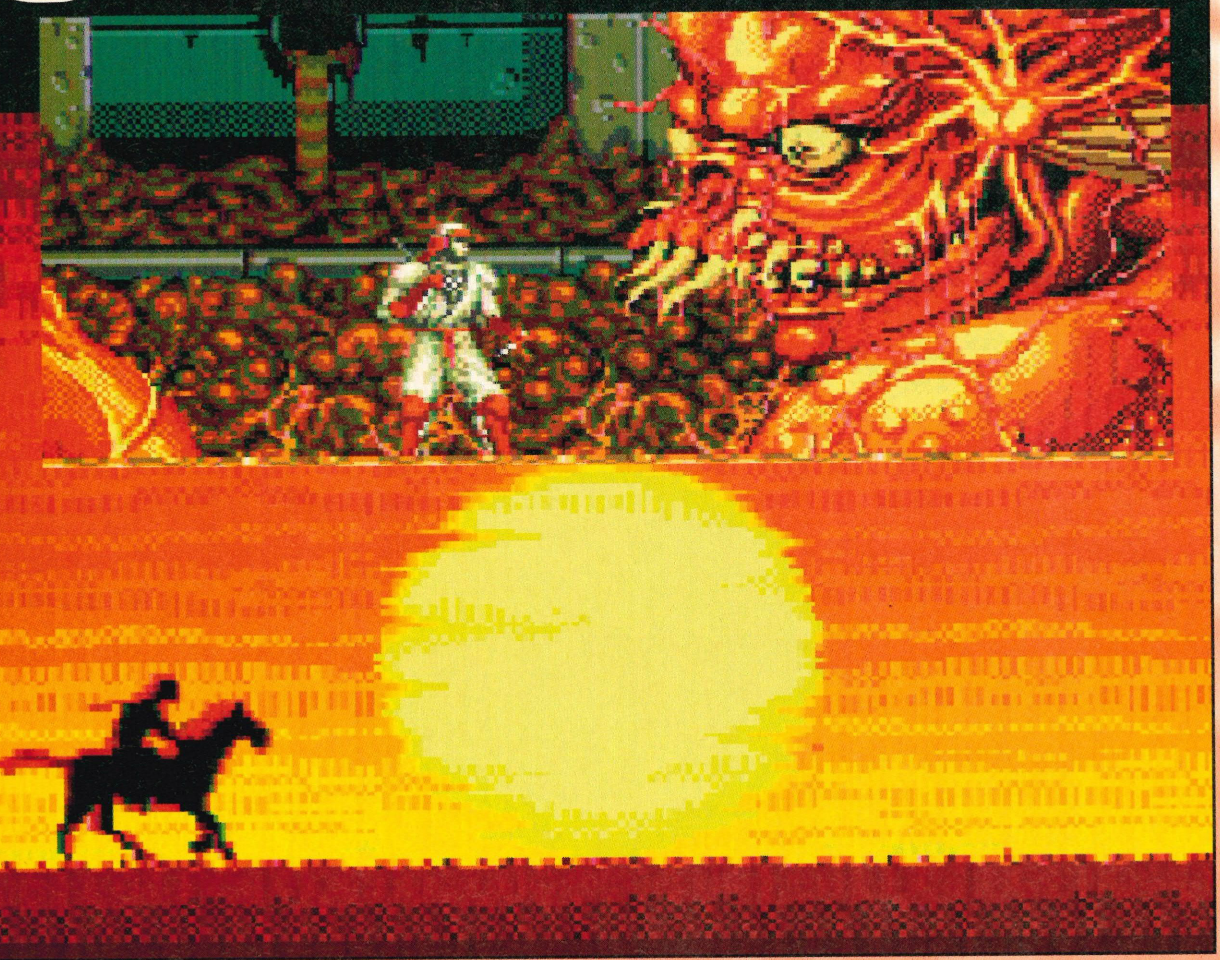
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**After smashing three joypads against the wall and shouting at just about every person in the building, Mark Hill brings you a comprehensive guide to *Shinobi III* on the Mega Drive. The later levels proved to be very tough indeed with countless hours spent trying to jump the fiddly bits and avoid the plentiful enemy fire.**



# SHINOBI III



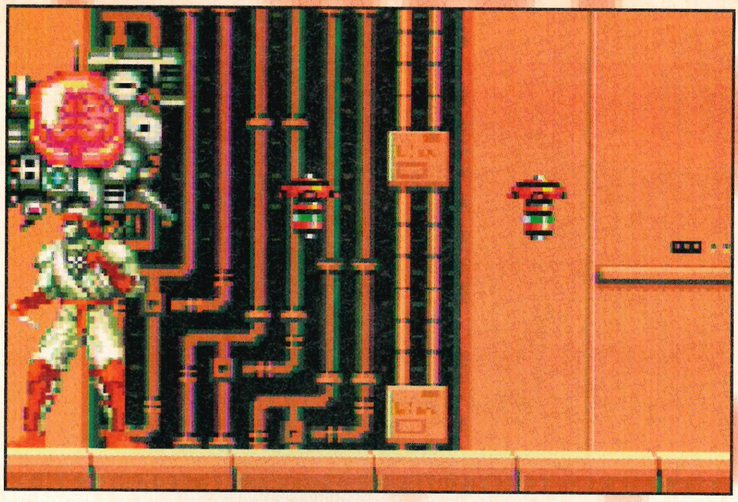



The first part of level one is quite straightforward. As you walk through the wooded area, enemies will attack from the ground and in the trees. For the ground enemies, always fire at them as soon as they appear on the screen. As you do attack, make sure you duck and fire so you'll avoid anything they throw back at you. For the enemies in the trees, jump up and fire as soon as they catch your eye in the top-right corner. Don't forget to collect all the power-ups along the way to enhance weapon power and energy as you'll need them for the large bosses throughout the game.

When you reach the dark tunnel you'll come across three enemies in turn that take three hits to destroy. The first two attack with fire-power that can be avoided by jumping upwards. You must fire at them just when they've fired their weapon – as this is when they are exposed to attacks. Remember also to time your jump when small white dots start to appear around their sword. You'll need to watch the third enemy as his fire-power comes back along the ground. To kill this guy you need to stand just in front of him, wait for him to fire, then quickly make an attack and leap back up in the air to avoid the returning fire-power. Remember the enemy must flash to show it's been hit.

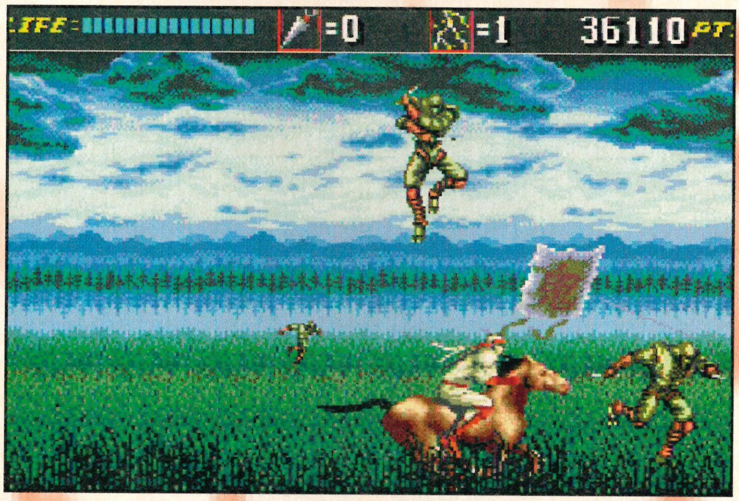
Once you're back in the woods, continue to defeat the enemies with quick attacks. When you reach the 'go' arrow pointing up, climb the



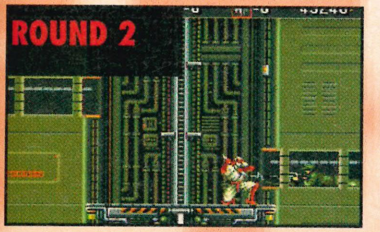


walls by jumping up in a zigzag style, then drop down the other side and prepare for the spikes. Wait for them to appear, then jump over the danger area accordingly. After this you'll need to continue through the woods, making sure you don't fall down the gaps. Always attack the enemies on the following island so you can leap the gaps and land in a safe area. On arrival at the rope above, hold up on the D-Pad and jump as you do so to cling on. Then move across and don't fall! At the other side you'll soon arrive at the end of this section.

The final part of Zeed's resurrection puts you up against a guardian. First watch his pattern of attack and learn when he starts to make a run at you. Firstly he'll walk slowly towards you with swords in the air. When he's as close as can be to you, he'll point his sword at you. Now fire once at him with any weapon and retreat a little. When you hear an explosive noise it means he is about to attack by running at you head-on. You must jump high in the air as the guardian moves past below so you can prepare your next attack from the other side of the screen. Repeat this method six times for victory and progression to level 2.




On horseback the action is fast and there are plenty of pick-ups. Enemies attack from all directions and as well as dealing with them you are going to have to jump the fences that arrive at intervals when the exclamation icon appears.




The first part of this level puts you on horseback where you must jump the fences and defeat all the flying enemies. When the first wave of attackers appears on screen, jump over their bullets and attack as if you're hitting their vehicles (making sure your thumb is kept on the fire button). When you reach the enemies with spears, use the invincibility magic to protect yourself from the spear shower.



The next part puts you back on foot with ground enemies that fire lethal boomerangs. If you have firepower, jump the boomerangs and attack the enemies as soon as you see them on the far right. If you only have the sword at this stage, it'll take some tricky close combat until a power-up is found for fire-power. Attack with the sword whilst jumping the boomerangs coming from the right and then returning from the left.

Once you're past these enemies you'll arrive at a platform. This takes you upwards with a top-to-bottom scrolling screen and a host of enemies that attack from the left and right side of the platform shaft. As you rise, jump up high and clear the enemies in the connecting channels so that you won't be attacked yourself when you draw level with them. As you go higher you'll have to be careful because the platform will squash you against platform bars above if you don't move out the way! It requires some skilful climbing around the ledge edges to keep up with the platform that's always rising. Once at the top of the shaft it's time to face the next end-of-level guardian.

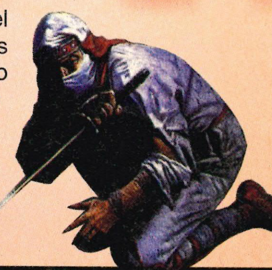
The guardian is fairly simple to beat as you only need to use two lots of magic. By now you should have collected enough magic icons, as this part of the game is ideal for using it.



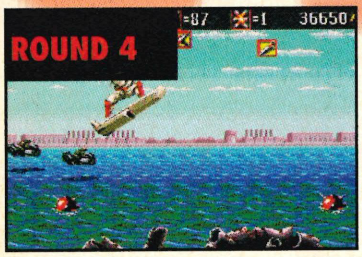

On this part the enemies attack from the ceiling and floor. Watch the arrows in the slime pit as they turn into monsters that rise through the slime. Attack them as soon as they appear, and jump up to kill the flying creatures along the ceiling before they have the chance to fly down and make life tricky! After this you'll arrive in an area where brains are kept in glass cases. Fire at the brains as soon as they jump out the cases. When you reach the conveyer belts, work your way right, then up to the highest ceiling and cling on. Move right until you reach a high platform, then drop down the other side. Now you'll walk on a long conveyer belt to a place with more brain enemies. Cling onto the ceiling and fire as the enemies drop down; if the screen gets too crowded, use magic to clear the area. Once you've killed the wave of enemies the 'go' arrow will appear, telling you to go down the shaft exit.

The next part consists of lobster-type creatures that rise from the ground. Identify them by their large pincers and fire at them as soon as they rise. You must be careful here that the big monster in the background doesn't target you. He'll try and line the green cross-hairs over you and you have to jump out the way before he can lock on. If you keep moving right you'll be able to escape this — if caught you'll lose energy as there is no escape!

The end-of-level guardian for this level is huge and you'll need to use magic to kill it. Try the 'Jitsu of Mijin' magic as this has a strong effect on guardians such as this.

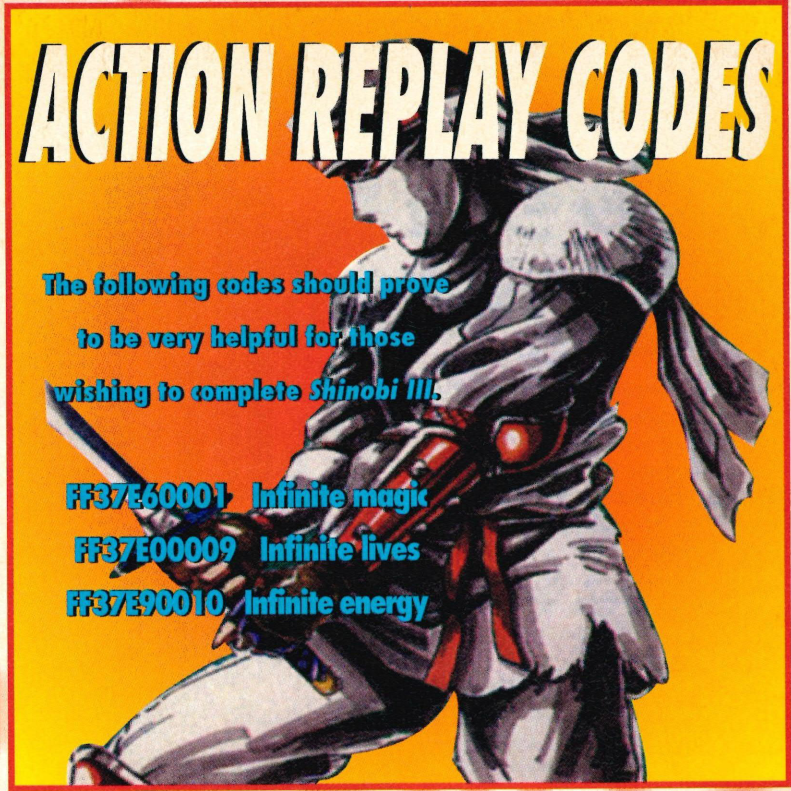












# ACTION REPLAY CODES

The following codes should prove to be very helpful for those wishing to complete *Shinobi III*.

FF37E60001 Infinite magic
FF37E00009 Infinite lives
FF37E90010 Infinite energy

You start round four with a spot of surfing with the concept being very similar to the horseback sequence. Jump the bullets fired at you and don't forget to prepare for the water jumps when the exclamation mark appears. High up, there are all kinds of bonus icons to collect by using the ramps.

Back on dry ground the next level is rather a tricky one. A series of pipes make up the level structure and you'll need to make best use of your acrobatic skills here. Remember to always attack as soon as you see the enemy on screen. Considering there are many water areas you'll need to jump carefully and it's very easy to be knocked off a platform into some water by the enemy bullets. Use the pipes to climb high when the way ahead to the right is blocked by a pillar. The 'Go' arrow midway through indicates where you must go and also how to use the pipes as climbing apparatus. Also, watch the platforms that float on the water as these start to sink when you're standing on them!

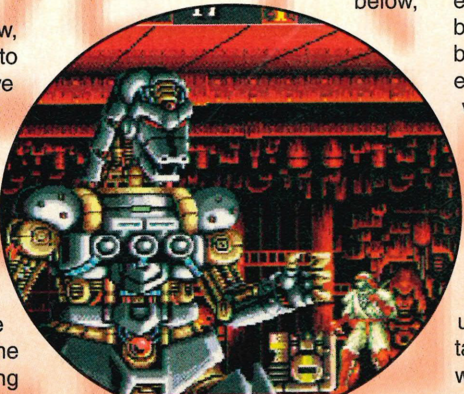
The final section puts you back on the surf board for a tough encounter with two enemy space ships. They fire rapidly in two directions — you should avoid this with a succession of high jumps. Use magic if you have some.

For the first part you'll need to move quickly as the chemical cylinders explode when you stand on them. There are plenty of enemies that fire quickly and accurately, so never dive in but approach each with care. Duck and jump to avoid bullets and never stay on the cylinders too long! At the end of this section there's a guardian who'll reproduce to form a chain and dart left and right at high speed at you, stopping at intervals to fire rockets. Use magic here once and finish off the job with your weapon whilst making sure your jumps are timed to perfection.

When you defeat the guardian you'll go onto a section where the bombs must be detonated to blow up platforms for access. Slice or shoot the boxes then retreat as the platforms explode.

After you've passed the 'go' arrow, the next section is a little tricky to work out in terms of direction. Move right whilst blasting the enemies until you reach a moving vertical platform. Move up a level on this and go back left to detonate a bomb in the corner. When this explodes you can drop down, move left and climb upwards. From here go right until you reach a moving platform. Blow up the larger platform by detonating the bomb, then drop onto the moving one that'll take you further right. Now jump off and continue right until you reach another bomb on a small platform with a channel underneath. Blow this up and drop down through the channel. Collect the power-ups below.

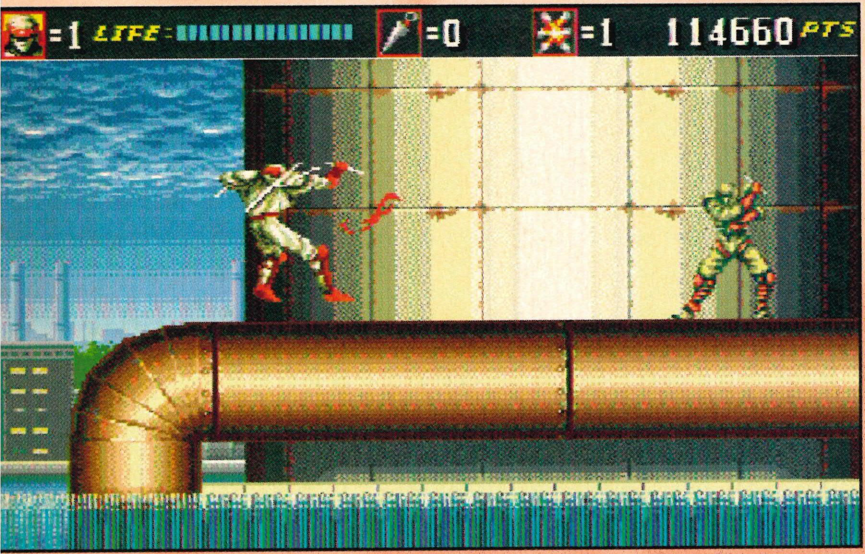
When you reach a large space with a drop below,



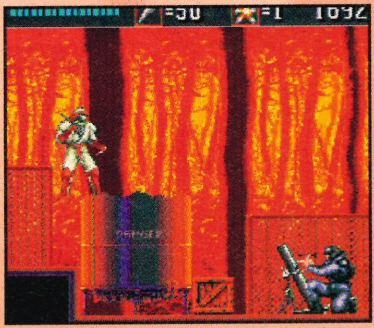
jump up and cling onto the ceiling. Now swing right and shoot the box with another bomb which is impossible to reach. This blows up a barrier between you and the exit. To reach the exit, go back on yourself so you end up back at the highest level, then move as far right as you can and drop down from the top-right corner. Follow the 'go' arrow from here.

Now you'll need to continue blowing up platforms to access new areas. First go right and take the second moving vertical platform: detonate the bomb above, then return to the first moving platform and go up, then right. Next go up the second channel from the far left, kill the enemy gunner, then detonate the bomb just to the right and up. Go back past the point where the last enemy was defeated and down the vertically moving platform. Now walk left to the next moving platform that goes up. When you reach a pillar suspended from the ceiling, you'll need to use the left and right walls of an opening below to get around it and up the other side. Now work your way upwards using the series of horizontal pipes as a ladder. The 'go' arrow will indicate the exit near here.

The final guardian takes quite a beating: it takes three doses of magic to rid this beast.



When you reach the section with a network of pipes then life can become very frustrating. You'll need to deal with your foes on every pipe level and also make best use of your acrobatic capabilities to avoid falling into the deathly pits of liquid below.






The first part of this level can be very tricky and frustrating as you have to climb a set of rocks that seem to go on for ever. Slipping off is very easy – especially when you're hit by enemy fire. Try to climb by jumping then spinning in midair for longer, higher jumps. If frustration gets the better of you, relax and take care over pressing the buttons as timing is crucial. If you die near the end

# SHINOBI III

you'll still start right back at the beginning of this section. You've been warned!

When you've finished jumping from rock to rock you'll come face-to-face with a guardian. Again use magic if you have it, otherwise it's going to take a lot of patience and bullet dodging to get rid of this guy. Make sure you stay on the rocks and avoid standing near the edge where you could be knocked into the water.



The next stage can also catch you out if you're not careful. First go through the two exit doors until you reach a collection of icon boxes. Don't pick these up but jump on them to go high up. If you have 'Jitsu of Ikazuchi' magic, use it here as no other enemies can knock you off the boxes. Using these as stepping stones you should find an exit at the top. Go through and you'll arrive in another section with walls to climb above. Climb a vertical wall, then jump from wall to wall as you go right. Now jump from the right face of the far right wall towards a higher platform further right. If you make this jump, you'll meet a string of enemies that can be dealt with using any weapon. When you arrive at two suspended platforms, jump on them quickly , otherwise they'll drop to the floor and you'll be put back at the start. When you reach the vertical walls, jump over the tops and go as far right as possible. Then drop down into the exit.

The final guardian here comes in the shape of a wizard. First battle your way as normal through a line of enemies, then go through the second exit you come across with the arch over the top. Inside the guardian will appear as a shadow or as himself, it's up too you to chase the right shadow and hope you hit him! Position yourself between the two squares where he and his shadow will appear so you can strike both almost at once. When you defeat the shadow, the guardian himself reappears and you'll need to chase him around the six squares! Use any magic you may have – the invincibility magic is particularly useful here.





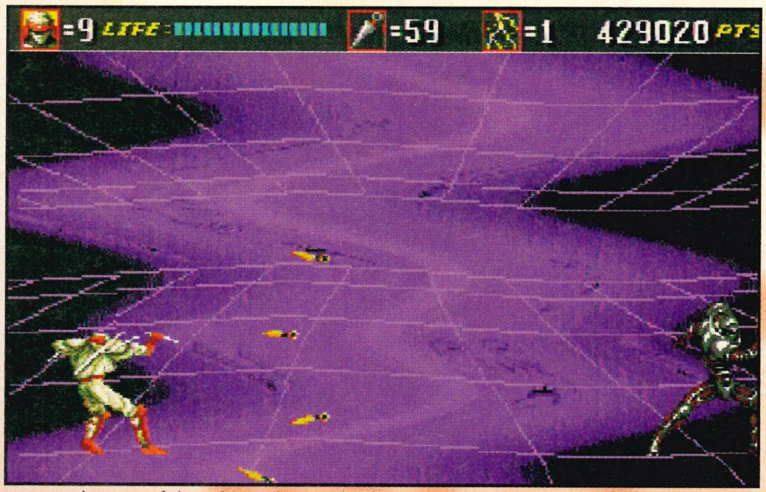

Acrobatics is the name of this round as you'll need to cling onto the rails as you go right to survive. Use the invincibility magic if you have it, so you don't have to worry about any of the dangers except falling! The latter is very easy – especially when you have to jump from rail to rail with a large gap between. The secret here is to hold the D-Pad up every time you drop down onto a rail – this way you'll always cling on. Find the 'go' arrow for the next part as you go right.

Next you'll rise on a platform lift where you have to dodge all the enemy bullets and destroy anything that moves. Once at the top you proceed right where large cannon-objects pump out chemical fireballs in threes. Jump the balls and nip in to attack between the enemy salvos. Repeat this for every enemy of this kind until you find the 'go' arrow.

The next part is very difficult – even if you have Action Replay codes. You'll need to use the wall faces to climb and avoid the electric charges. Make sure you wait for the lifts as well. When you reach the posts above a pit, make sure you jump when they sink to their lowest level. When you reach a large channel going upwards, the two walls start to close in and sandwich you. You must be quick and zigzag your way up before being crushed! You have a fair amount of time – just don't fall too far back!

The final enemy is small, yet deadly. Use all the magic you have left to defeat him, then grit your teeth and fight man-to-man if you need to. The safest bet is to make sure you've saved enough magic to use on this guy!

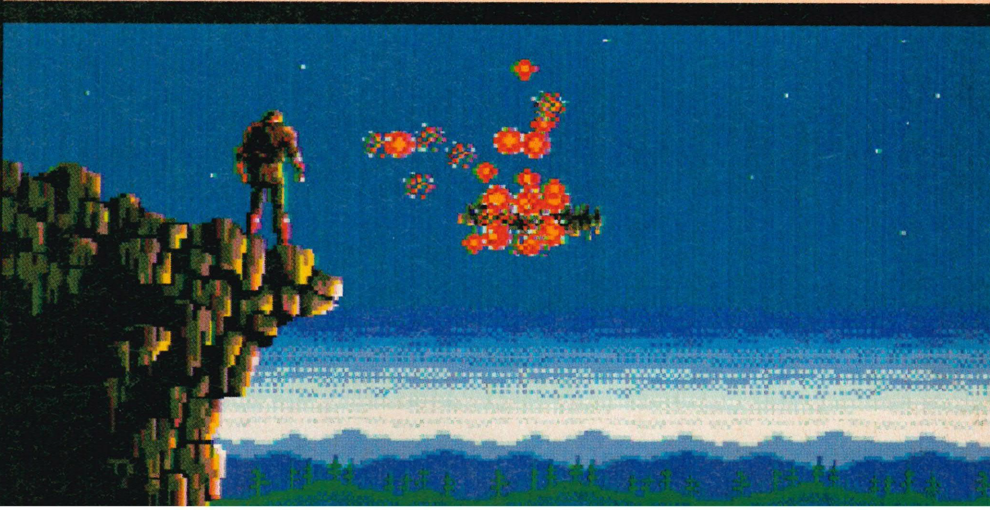
Once the final guardian is dead it's a ride off into the sunset for a completed game.




When you're fighting the very last guardian be prepared for a tough battle as this guy has a multitude of weapons that'll cook you in no time. Try to save some magic for this level as you're going to need it!




Here the balls of energy are fired from the cannons in threes, like a salvo. To avoid them you'll need to time jumps to perfection.



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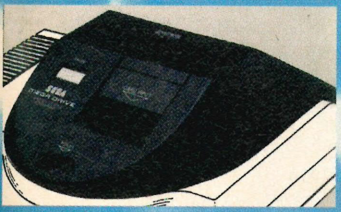
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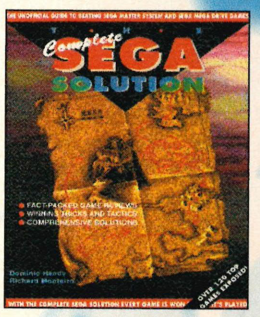

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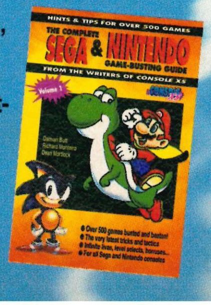

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# PROTEST

## ● CONTACT

Gee. We get an Everest of mail every day so much so that a large part of our time is spent sorting it into correct bundles.

Send all submissions to the proper department (see below) at:

SEGAPRO,
Paragon Publishing,
Durham House,
124 Old Christchurch Road,
Bournemouth BH1 1NF.

**PROTEST**
The letters sent here are usually some silly git rabbiting on about how jealous they are of someone else, or of some poor guy needing help with their console and even of anyone who needs advice on console specific problems.

You can ask what games will be available or how to get in contact with a company, but don't ask for game help (see ProHelp for that). The best letter AND the best ProDebate submission wins a SEGAPRO T-shirt, but only witty, cheeky or lively submissions are even considered – you can't win a T-shirt by asking for some advice!

**PRODEBATE**
In addition to letters, we sometimes have ProDebates, which should be addressed like such: TV Debate, ProTest. Get your views into the open and state your case. SEGAPRO T-shirts are awarded if we consider a point to be particularly valid. If you want to start a debate, write in and let us know about it!

**PROART**
Far too much artwork is missed out because it has been addressed to ProTest. Send your art to ProArt for speedy attention. If you want it returned, don't forget to include a SAE and remember to always write your name, address and age on the back of your art. The best art, each month, wins a stupendously brill SEGAPRO T-shirt.

**PROTIPS**
There are so many types of tips which can be sent in. Action Replay codes, small cheats, small tips, part solutions, whole game guides and maps. Lots of carts and T-shirts are won every month! So, there you are! Get sending.

**PROHELP**
Our revitalised section is bigger and better than ever! If you are stuck on a level, can't kill the boss or are totally lost, drop the Pros a line with details of your problem.

**PROSCORES**
No prizes here, but you get your high score branded around the country. If you supply a photograph, you can then show all your friends how clever you are.

**GAME OVER**
If you have finished a game recently, why not tape it and, if it is published, you could win a cart. When the Pros receive a Game Over, we pick out selected screenshots and add a witty storyline.

## RUMBLED!

In the Rumbelows' edition of SEGAPRO, I found some information a little confusing. I read the ProFile and discovered a small section on the game *Moonwalker*. I have been trying to obtain this game since November 1992, but can't find it anywhere. I assumed that because you reviewed it, it is still on general release. If it isn't, why did you bother putting it in the magazine?
**William, Banbury**

*The aim of the Profile is to give a guide on every game that's ever been released. It doesn't mean that we reviewed it in that issue. With games as old as Moonwalker, we just try to give a general idea of the standard of gameplay, as a guide to potential buyers. Moonwalker isn't on general release any more and you'll probably have quite a lot of trouble finding it. You may be able to buy it from a second hand dealer, but even then you'll be lucky to get it. If you're really that desperate to get hold of it, try going through a mail order company. They often stock older games and they will probably be cheaper too.*

## KICKING UP A STINK

On August 13, I raced to my local newsagents to buy SEGAPRO. Upon opening it, I got a strange whiff of sick. I quickly closed the magazine and looked to see if I had stepped on something nasty. Fortunately, I hadn't. I sat down and opened the pages, but the bizarre aroma filled my lungs, yet again. Moments later I discovered a *Street Fighter II* transfer. I found it was this that reeked of puke and it had also caused the whole magazine to stink.

I normally enjoy your magazine, but this month's was not up to scratch. How about a nice alpine fresh aroma, or a fragrance taken from a newly opened catalogue next month?
E McMinnis, Merseyside

*Oh dear. We have noticed the problem ourselves, but by the time we realised, the transfers had been printed. No one knows why they smell so rotten, but apparently it has something to do with the materials used in the transfer. Don't worry, though, as soon as the cellophane bag is opened, the smell will begin to fade. However, we publicly apologise for causing many a reader to retch over their favourite monthly read.*

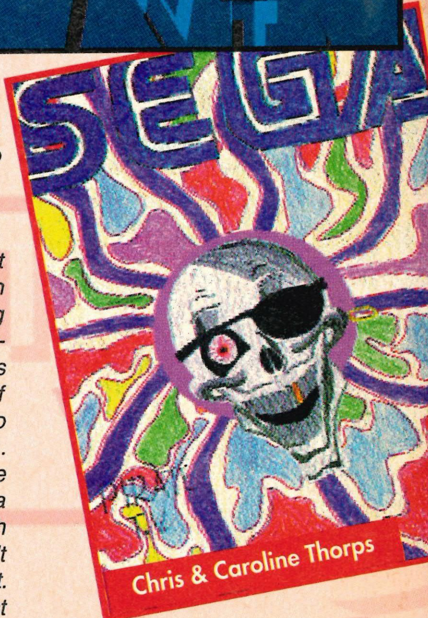
## TRANSFER TROUBLE

I recently bought the issue of SEGAPRO with the free T-shirt prints. I am a great fan of *Street Fighter II* and was very disappointed when my Ken print went wrong. Some of the print came out, but most of it stayed on the transfer. What went wrong? I followed the instructions perfectly, so it must be a duff transfer.
**Robbi Laing, Cornwall**

*Ever since we gave out the Street Fighter II transfers, we have been flooded with problems concerning them. If you don't follow the instructions properly, it's hardly our fault if the transfers go wrong. Remember, the iron must be on a medium to high heat, or they won't stick to the T-shirt. The transfer must also be kept absolutely still, otherwise, it will smudge. Lastly, you must iron the transfer on for over five minutes, or again, it won't stick to the T-shirt!*



Ryan Stoller 9




Chris & Caroline Thorps



James Hare 10




## SELLING UP

I am writing to you because I need some speedy advice. Everyone I know is abandoning their Mega Drives to buy different machines. They are either buying a SNES or say they will sell their Mega Drive when the CD32 comes out. I think they're absolutely stupid! Now that *SF II* is coming our on the Mega Drive, the SNES has nothing going for it. Even Mario isn't that good! Why is the CD32 going to be so great? Everyone has heard that the machine is going to be the best ever, but no one has mentioned if anyone is developing software for the console. Please give me some advice for my fellow (soon to be ex) Mega Drive owners.

**Jason Martin, Seven Dials**

*Well, the argument over Sega and Nintendo has been raging for years now and there's not a lot left to talk about. You're right, though, the Mega Drive will have Street Fighter II very shortly. This will cash in on Nintendo's strongest selling point! Don't forget that Sega have the Mega-CD which puts the humble SNES right in its place. As for the CD32, well, it hasn't even been released yet, so how can we know what to expect. However, there's no denying that it has the capabilities of being one of the best consoles around. As for advice, I think you should all stop arguing about over whose console is better and do something more constructive with your time. It's not our fault if you've got nothing better to do than that!*

## EASY PEASY

I think that most Sega games are far too easy, even though you've heard it a million times. I have 31 Mega Drive games and can normally finish many of them in under a day. There are games I can't finish, such as *Lemmings*, but most games are just too easy.

I think that because games are so easy, people should hire them instead of paying £40. Most games can be completed within a night and even if they can't, you can always hire them out again. This has to be cheaper than paying out £40 for one night's play.

If software producers made games more difficult, it would mean more value for money. At least you'd want to go back to the game one in a while.

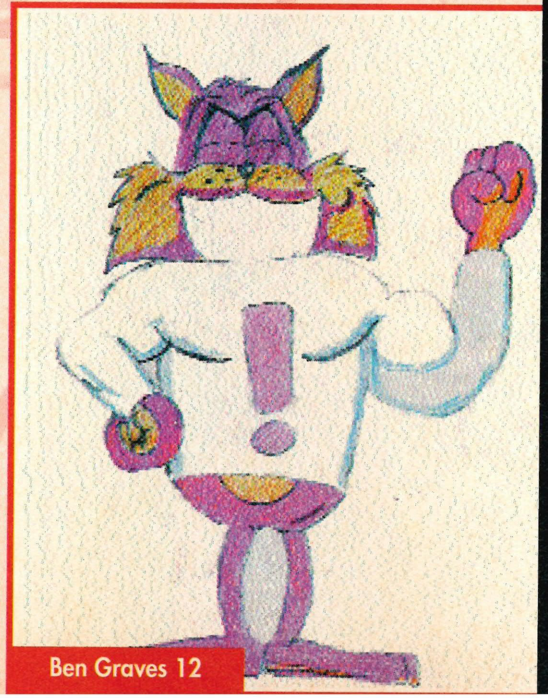
**Oliver Connolly, Jersey**

*We agree that many games are far too easy. We'll often complete a game in a day, even without help from an Action Replay cartridge. However, a lot of games players do find games very difficult, so the software houses have to appeal to the majority. If you do find games too easy, hiring them is the perfect solution. However, the companies that hire out the best games are probably illegal. Most official Sega outlets don't hire out the latest games, so you'd have to go to a smaller, more elusive outlet!*

## NO STREET CRED

Please, please help me. I am sick of having no street cred and am writing to you as a last-ditch attempt. I have a Mega Drive, but it seems that I always get hold of the best games after everyone else. Even then, I usually make the wrong choice and all my friends laugh at my "latest" game. What can I say to them to shut them up? If you could send me a SegaPro T-shirt, then I'm sure all my friends would think I was incredibly cool. Even if they didn't it would definitely make my day!

**John Chalmers, East Sussex**


Ben Graves 12

**Yet again, the mailbag is brimming over with readers' problems. We try to answer as many as possible, but it often takes a while to get through them all! If you've sent in a problem recently, don't panic if you haven't received a reply. We are getting round to it!**

An appeal landed on our desk not long ago, asking for information on the ace RPG *Landstalker*. **D Holt** of **Bristol** wants to know where he can get hold of the imported game. Unfortunately, *Landstalker* was available on import some time ago, so it's highly probable that importers will have sold out of the title by now. Even if you can get hold of a copy, all the text is in Japanese. This could cause a few problems unless you're a native speaker! Good news is on the way though. *Landstalker* is due to be officially released this month. All the text will have been converted to English, so any RPG freaks will be in for a great treat!

**David Wells** of **Lancs** wrote to us with many different problems. Unfortunately, we only have the space to answer a couple! He asks whether a Sequel to *Cool Spot* is planned. Virgin are currently very busy with their new titles, and are likely top see how well *Cool Spot* does before they work on a sequel. As for what game we recommend buying in 1994, well it's a bit early to tell. We get very rough release schedules for companies, but they all change drastically. I think it's better to wait for a couple of months before you decide game purchases for next year!

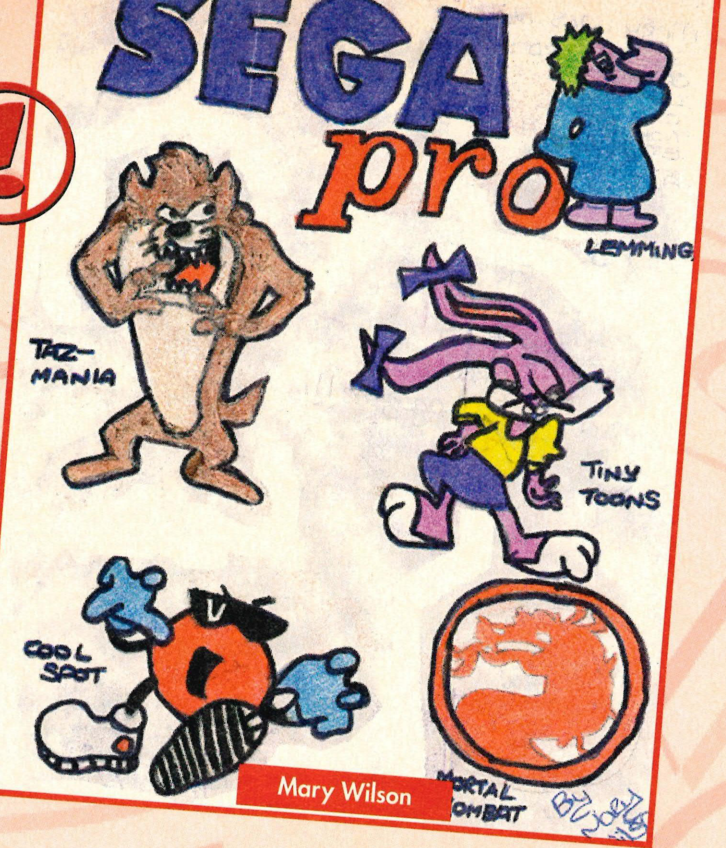
**Athoob Abdali** writes all the way from **Kuwait** with problems over the Action Replay. He wants to know if the Action Replay will work on Japanese or other Asian machines. You're in luck! Although the Action Replay is primarily a cheats device, it also acts as a converter. It fits into Japanese machines perfectly and costs £39.99. If you're looking for a cheaper alternative, why not try the Universal adapter? You can't use it to get infinite lives, but it allows you to play any game on a UK or Japanese machine. You can order any of Datel's products from out mail order department on © (0202) 299900.

**Amzad Ali** from **London** along with about 50 other people want to know the release date of *Sonic 3*.

# PROTEST!

*What can we say? If your friends are constantly taking the mick over your games choice, there's nothing we can do about that. Perhaps you should tell them top stop being so sad. After all, there are people who would kill to get their hands on an up to date game. Just because some people seem to get games all the time, it doesn't mean that the ones they choose are necessarily the best. If you enjoy a game, why should you care what anyone else says?*

*As for the SEGAPRO T-shirt, the answer is no! To get this prestigious garment, you have to earn it! Anyway, perhaps if you'd come to us in the first place, you wouldn't have had the "cool" problem at all!*



Mary Wilson

## PRICE DISCREPANCIES

Although I think that SEGAPRO is a brilliant magazine, I feel I have to complain about discrepancies over pricing. I was planning to buy *Jungle Strike* and noticed that your Prodates section priced it at £44.99. However, when you reviewed the game you priced it at £49.99. My pocket money isn't even the national average, so it takes me a long time to save for a game. A discrepancy of even £5 can mean the difference between getting a game and not getting one. Please sort this out.

**Adam Watson, Lincoln**

*When we write Prodates, it is often months in advance of the product's release date. Software companies often haven't decided how much and when a game will be released at that point. They usually supply us with a preliminary price and release date so that we can write the information in the mag. As the game gets developed, the programmers may encounter problems, or the content may change drastically. This is why release dates and prices can change. Most games cost a standard £39.99, but if a game is bigger than 8Mbit, or is a special release, the price will vary. Sorry for any misleading information, but as you can see, it's really out of our hands.*

## EIGHT PLAYERS

I've heard that Sega will be bringing out an add-on that allows up to eight people to play the same game. Although it is a good idea that more than two people can play the same game, I think that having more than four people playing is ridiculous. How is everyone supposed to see the game when eight people are crowding around it? Games are also going to get very confusing with so many different players on screen. I think Sega should concentrate on producing better two-player games, rather than bringing out yet another novelty product. I'm one of those sad people who bought a Menacer and apart from T2, there aren't any games to play it with. Point taken?

**Terry Dunstable, Northampton**

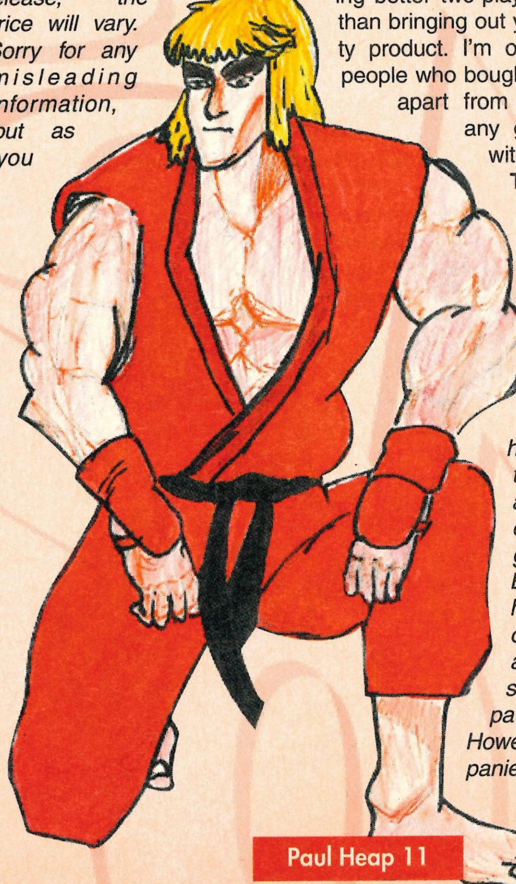
*Although the Menacer may have been a novelty product, the four-player Tap isn't. Sega have big plans for this product and are currently developing many games for it. Electronic Arts have also developed an adapter, although their version won't be compatible with Sega's. However, the two companies are discussing*



J Holland 14



Stewart Allen 10


Paul Heap 11

PROBLEMS AND PROCURES

Well, *Sonic 3* doesn't actually exist. It seems that Sega are trying to move away from a series of Sonic games and are calling their latest titles *Sonic Chaos*. This will appear on the Master System this month and the Game Gear next month. As for Mega Drive owners, they have something different in store too. *Sonic Spinball* is the name of Sonic's latest adventure and again, it is due for release in November. *Sonic CD* should also be in the shops very soon and is yet another adventure from our spiky friend. That should answer everyone's queries about Sonic for now!

**Stephen Hancock** of **Romford** reckons he's written in to us three times and has never had his question answered. Sorry Stephen, but at least this time you're lucky! He wants to know if that popular (?) arcade game *Ninja Warriors* will ever be released on cartridge. well, we've asked just about everyone, but most people haven't even heard of the game! It looks as if it will never appear on cartridge, but you never know! There are millions of Japanese producers bringing out obscure software all the time!

**Joe Eltham** of **Leicester** has a problem with his Mega-CD. He finds that on certain CDs, the game sticks, or won't play at all. It sounds as if your CD or the disks need a clean. You can clean the disk with a normal CD cleaner and the machine can be cleaned with a standard cleaning disk. These are pretty inexpensive and will ensure that your CD stays in top condition.

**Francisco Guerra** of **Northampton** is stuck on a few of Sega's games and wants to know if there are any helplines he can phone to get help. There are lots of tips lines advertised in SEGAPRO, but Sega themselves don't have a helpline. They will sometimes be able to give you game information, but they can generally only help with titles before they have been released.

**That's all there's space for this month but we'll be back for more in the December issue!**

**If you have a problem with your console why not let the Pros solve it? Remember, though, this column is for hardware and general only – we can't answer game-specific problems.**

**Write to the Pros at: SEGAPRO, Paragon Publishing, Durham house, 124 Old Christchurch road, Bournemouth BH1 1NF. You can also fax your problems on © (0202) 299955. See ya next month!**

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# PROTEST!



Stephen de Silva

*a possible joint adapter to be developed in the future. The adapter itself is only designed for up to four players, but two adapters can be plugged in for an eight player game. However this isn't compulsory, so if you don't want to play with eight people, just use the one adapter!*

*It's all very well telling Sega to improve two player games, but by introducing a four-player adapter, this is exactly what they are doing!*

## HALF PAGES ARE USELESS

As a subscribing reader, I feel that I have to write to you. Why are you letting the standard of your excellent magazine decline with useless half page reviews? In answer to a previous letter, you said you were trying to cut down on one page reviews. That may be true, but having half-page reviews instead doesn't count! People preparing to buy a game need more info than just a score. How are we supposed to know which games are good if you don't say anything about them?

**Tim Cooke, Dublin**

*The reason we write half page reviews IS so we can get bigger reviews into the mag! We try to allocate games that aren't very good, or are already out in the shops, less space than other titles. This means there is more room to review bigger and better games. However, we do try to cram as much information as possible into the smaller reviews and although they may not be as in depth, you should still get the general idea.*

## PROQUOTES

**A selection of the best, the worst and the down right bizarre comments of the month!**

Please send me issue #21 of SEGAPRO and a T-shirt as well if you like. Thank you.
**Donald McKinnon, Scotland**

My Blanka transfer went wrong and now I'm left with a big black smudge on my favourite T-shirt
**P Griffiths, London**

Why does everyone pick on Jason Johnson all the time?
**Robert Curtis, Hants**

Why is everyone going on about *Mortal Kombat*? It's a pile of dog poo and you know it.
**Eddie Thompson, Reading**

I've sent you my latest artwork, so feel free to send me a T-shirt.
**Colin Hankinson, Berks**

## MORE HAND HELD

I really enjoy reading SEGAPRO, but there are three things I have to complain about. Firstly, I own a Game Gear and I'm really proud of it. You never seem to review any Game Gear games and when you do, you allocate them a measly half-page.

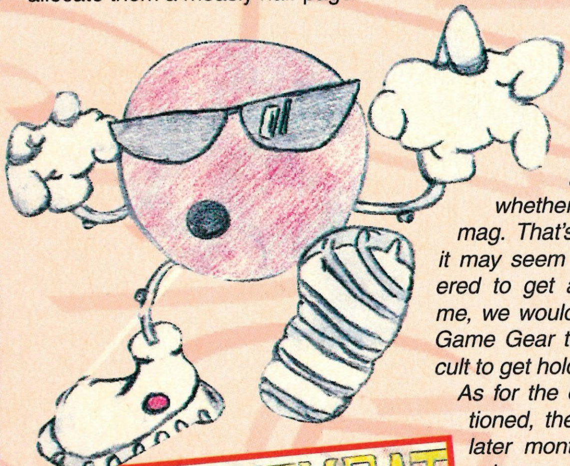
Secondly, in the August issue of SEGAPRO, you said that *Desert Strike, Road Runner, Jurassic Park* and *Ecco the Dolphin* would all be on release in September. I am dying to get hold of all these games! However, in the September, issue of SEGAPRO, not one of them was reviewed. What's more, they had vanished from Prodates! I know that some games do miss their release date, but could a little more checking up be done?

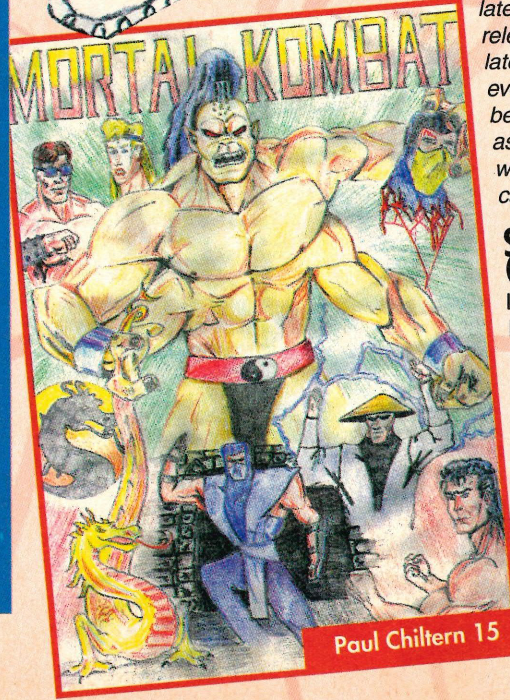
Lastly, in the September edition, you gave away a T-shirt transfer with the issue. This smelt of something rather unpleasant and made me feel quite sick. What happened?

**Giles Woodhouse, Surrey**

*We really are trying to get more Game Gear reviews into the magazine. For instance, last issue, we managed to get five one page reviews of Game Gear titles, as well as a couple in the small reviews section. Game Gear reviews seem to be so erratic at the moment and it really is a matter of luck whether we get them into the mag. That's why in some months, it may seem as if we haven't bothered to get any games in. Believe me, we would have been trying, but Game Gear titles are the most difficult to get hold of.*

*As for the other games you mentioned, they have all slipped into later months. All three of those releases are now scheduled for late October, but they could slip even further. As mentioned before, we are only as reliable as our source. If Sega are wrong in the first place, what can we do?*





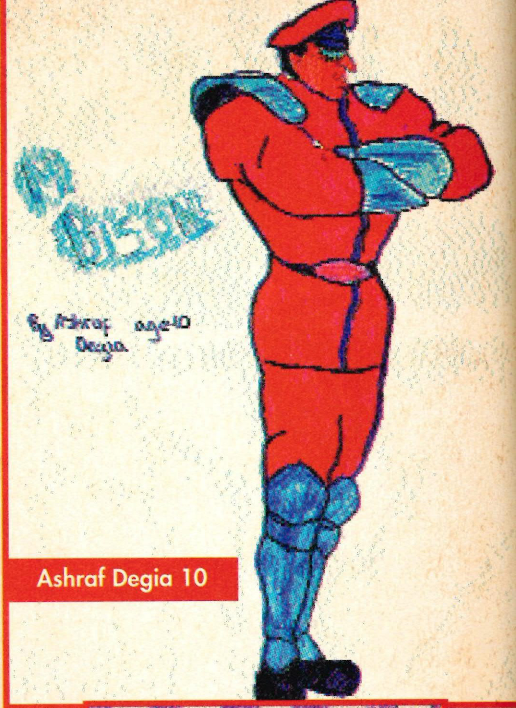
Paul Chiltern 15

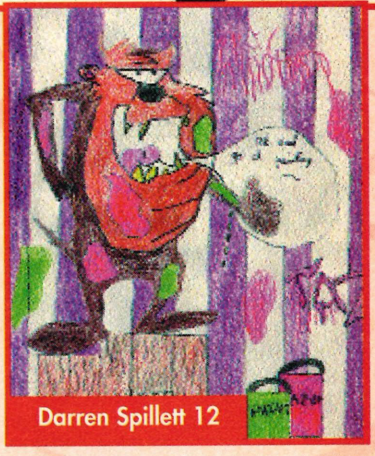
## STOP RUINING OUR GAMES!

Lately, most Mega-CD games have included FMV digitised sequences. These games are extremely popular, due to their realistic graphics. Now that *Night Trap* has had an age restriction put on it, what will happen to the future of all games? When people start restricting games, it's going to change what programmers are able to produce. Age restrictions can be a good idea, but where is it all going to stop? People may start to cut parts out of games or censor parts that they don't agree with. For instance, I know that *Mortal Kombat* has a special code so that you can't normally see the blood. That's the most stupid idea I have ever heard! All that's doing is ruining the game! I'm beginning to wonder if games will ever be seen as purely games again!

**Brendon "Indiana Jones" Randall**

*The Night Trap scandal is over now (no more letters please!) and most people agree that it was a fuss over almost nothing. However, it has left the games industry in a bit of a dilemma. They basically decided that all games with any live actors in may have to be age certified. If the games feature any violent scenes, they automatically go for certification. I wouldn't worry too much about games being censored, as the video games industry believes it can take care of the problem by itself. It's possible that certain games may get an 18 rating, but many software publishers feel they have to be over-cautious, due to the recent scandal. Once it's all forgotten, you'll probably find that games are just the same as ever!*


Ashraf Degia 10


Darren Spillett 12




## Issue 5 £2.50

First ever Mega-CD reviews of Earnest Evans, Heavy Nova and Sol-Feace. Also reviewed are Buck Rogers (MD), Rings of Power (MD), Super Fantasy Zone (MD), Toki (MD), Wani Wani World (MD), Alien Storm (MS), Laser Ghost (MS), Line of Fire (MS), Shadow Dancer (MS), Aleste (GG), Heavyweight Champ (GG), Space Harrier (GG)...



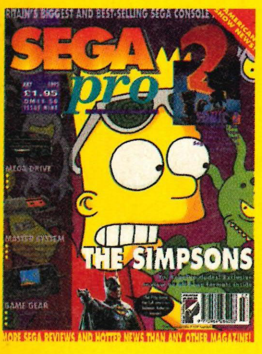

## Issue 6 £3.50

Fabulous Electronic Arts sports watch with this issue. Included in the many reviews are Art Alive (MD), Battlemaster (MD), Where in Time is Carmen Sandiego? (MD), Desert Strike (MD), Kid Chamelion (MD), SD Valis (MD), Two Crude Dudes (MD), Funky Horror Band (M-CD), Bonanza Bros (MS), Spider-Man (GG)...




## Issue 7 £2.50

Absolutely free with this month's issue are a collection of super-cool SegaPro stickers. Plus an exclusive look at the sensational Wondermega. Reviews include Arch Rivals (MD), Double Dragon (MD), Ninja Burai (MD), Turbo Out Run (MD), Asterix (MS), Back to the Future III (MS), Champions of Europe (MS), Alien Syndrome (GG)...




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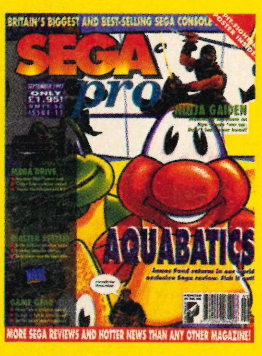
Simpsons special with exclusive reviews on all Sega formats. Plus a massive preview of every Sega game coming out during the rest of the year. Reviews include Chuck Rock (MD), Olympic Gold (MD), Thunder Pro Wrestling (MD), Prince of Persia (MS), Sagaia (MS), Speedball 2 (MS), Crystal Warriors (GG)...






## Issue 10 £2.75

Essential SegaPro shades come with this issue. As do crucial reviews of Batman (MD), Cadash (MD), Ferrari Grand Prix Challenge (MD), Splatterhouse 2 (MD), Taz Mania (MD), Super Monaco GP 2 (MS), Wimbledon (MS), Klax (GG), Marble Madness (GG), Olympic Gold (GG), Paperboy (GG), Popils (GG), Prince of Persia (GG)...




## Issue 11 £2.50

Huge issue with an exclusive review of the game-cracking Game Genie device from Code Masters and heaps of reviews, including American Gladiators (MD), Aquabatics (MD), Gadget Twins (MD), Thunderforce IV (MD), Alf (MS), Chuck Rock (MS), Ninja Gaiden (MS), Aerial Assault (GG), The Viking Child (GG)...




## Issue 12 £2.50

Superb issue with free badge. Includes reviews of Alien 3 MD), Atomic Runner MD), Dungeons and Dragons MD), Evander Holyfield's Boxing (MD), Grey Lancer, Sports Talk Baseball (MD), Xenon 2 (MD), Twinkle Tale (MD, Putt & Putter (MS), Xenon 2 (MS). Also includes a preview of Superman plus many more...




## Issue 13 £2.50

Superb issue bundled with a free fact-packed buyer's guide to Sega games and add-ons. Exclusive reviews of Gods (MD) , Shining Force (MD), Predator 2 (MD), Super high Impact (MD), Super Smash TV (MS), The Terminator (GG) and many, many more. Also a fabulous round-up of the best beat-'em-ups around on all formats.




## Issue 15 £3.25

Fantastic Christmas special featuring an essential 16-page pull-out Sonic 2 guide, a massive Sonic 2 poster and a superb Action replay code book. Reviews include Crüe Ball (MD), James Bond (MD), Black Hole Assault (CD), T2: The Arcade Game (MD), Pit-Fighter (MS), Batman Returns (GG), Taz-Mania (GG) and more!




## Issue 16 £4.25

Bundled with this exclusive-packed issue is a fantastic video covering all Virgin's forthcoming releases and Datel's mighty Action Replay. Over 25 games are reviewed, including Time Gal (CD), Ecco (MD), Home Alone (MD), Micro Machines (MD), Streets of Rage 2 (MD), Toxic Crusaders (MD), Lemmings (MS), Aline 3 (GG)...




## Issue 17 £2.50

You'll find an exclusive look at Global Gladiators in this issue together with incredible reviews of After Burner III (CD), Road Blaster FX (CD), Chakan (MD), Mega-lo-Mania (MD), Shinobi III (MD), Teenage Mutant Ninja Turtles (MD), Strider II (MS), Taz-Mania (MS), Shinobi II (GG), Streets of Rage (GG) and many, many more.




## Issue 18 £3.50

Yee-ha! Snap up the action in this bursting Easter special. Not only do you get a Switchstix with the issue (a device which converts your joypad into a joystick), but 22 scorching reviews. Included in the many reviews are Hook (CD), Sherlock Holmes (CD), Another World (MD), Superman (MD), Tecmo World Cup '93 (MS)...




## Issue 19 £2.75

Read the exclusive review of Cool Spot on the Mega Drive inside. Plus Night Trap (CD), Captain America (MD), Fatal Fury (MD), Mutant League Football (MD), Paperboy 2 (MD), X-Men (MD), Land of Illusion (MS), Rainbow Islands (MS), Streets of Rage (MS), Predator 2 (GG), Spider-Man 2 (GG), The Humans (GG) and plenty more!



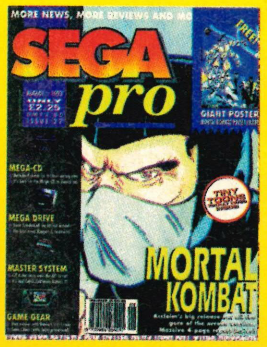

## Issue 20 £3.00

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## Issue 22 £3.25

Mortal Kombat special. The first full look at this monster game together with a giant poster featuring exclusive Mortal kombat artwork. Inside you'll find previews of Jurassic Park and every game on show at the CES in Chicago. Reviews include Batman Returns (CD), Switch (CD), Snow Bros (MD), Strider II (MD), GP Rider (MS) and many more!

# GAME OVER





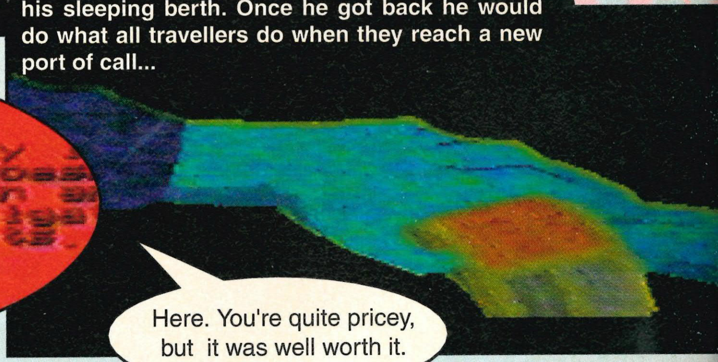

MEGA DRIVE

**The graduate, Conrad Hart, stumbled across one fact too many at the presidential rally and thus became a target of an enemy snipe. Just before the sniper's bullet hit him, his magical holocube sucked him away from trouble and so the search began for the hero to unlock the secrets of the alien invasion.**

**Flashback was a huge success that received top ratings. It was a real hit with many Sega owners alike. No doubt, it was a tough job for Matthew Hayes of Derby to battle through the seven levels, but with thanks to him we can now bring you the end sequences. Well done, Matthew for proving that you're a real Pro!**

# FLASHBACK

**And so, Conrad was heading back to Earth in his sleeping berth. Once he got back he would do what all travellers do when they reach a new port of call...**








**Conrad looks on in wonder at the terror and destruction left behind. It's a hard life is it not? After countless hours with his life being on the line, he has finally recovered the memory chip and saved the day.**

**A deep burning glow comes from the final memories of an evil race torn apart at last. Now, all he can think about is a big mac and large fries at the burger place back on Earth.**

**A look on the screen gives details of an area known on the navigation charts. Well, Earth may be a long way off, but at least everyone is safe.**

**It's full steam ahead for the members off the Flashback crew now!**






**After telling his intrepid tales to every Tom, Dick and Harry that will buy him drink, Conrad shows more interest in Earthly pursuits. Ah, well, he's on human afterall!**





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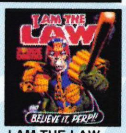
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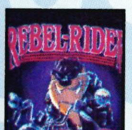
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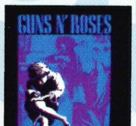

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*Titled "The Fantastic Adventures of Dizzy". No Italian or Spanish "in game" text.